

NEED FOR SPEED
UNDERCOVER

CARS, TRACKS, VINYLs, & TIPS

NEED FOR SPEED
UNDERCOVER

PRIMA® OFFICIAL GAME GUIDE

FOR THE PC, PLAYSTATION®3, & XBOX 360®



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BASED ON A GAME
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NEED FOR SPEED UNDERCOVER

PRIMA Official Game Guide

Written by Brad Anthony

Prima Games

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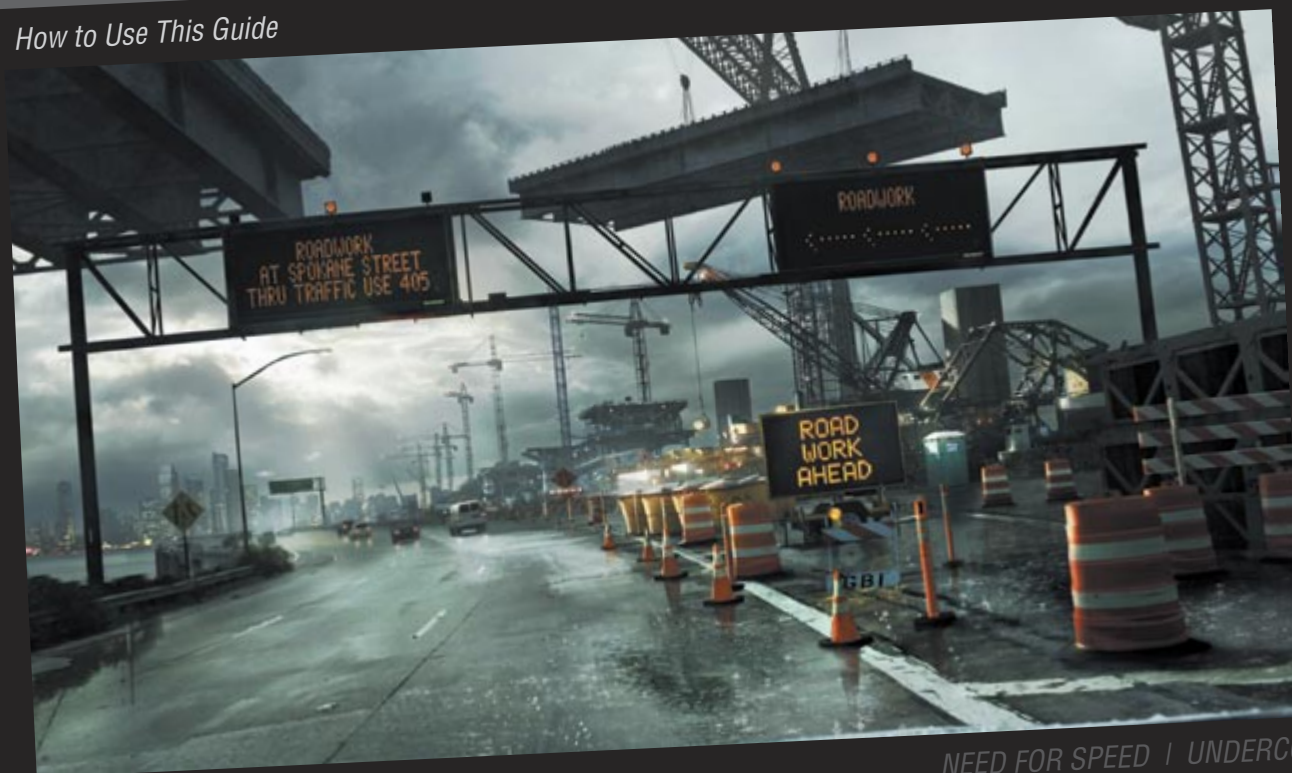
We want to hear from you! E-mail comments and feedback to banthony@primagames.com.

NEED FOR SPEED UNDERCOVER

Welcome to Tri-City Bay

GOING DEEP UNDERCOVER //

How to Use This Guide



NEED FOR SPEED | UNDERCOVER

Welcome to Tri-City Bay!

Going Deep Undercover

You're not good and you're not bad; you blend in and you don't trust anyone.



Which road will you take to uncover the truth?



Once you go undercover, you're on your own.

WELCOME TO TRI-CITY BAY

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[How to Use This Guide]

The Basics

It's all on a need-to-know basis, Officer! And you need to know! Begin your undercover operation here. All the basics are covered including:

- » Menus
- » HUDs
- » Racing 101
- » Game Modes
- » and more...



NEED FOR SPEED UNDERCOVER



The Garage

Around this city you can find a ride to suit nearly anyone's taste. Nearly 60 cars in four performance tiers await your lightning reflexes and lead foot. Check out this chapter for stock stats like power, torque, and cost for your favorite vehicle manufacturers, from Audi to Volkswagen, and so much in between.



Upgrades

Looking for some new parts or trying to lower your car's Heat Level? It's all here, whether you just want a new tinted paint job, or you're interested in custom vinyls to make your car stand out in a crowd. This is the customization chapter, where you'll see the entire vinyl catalogue, paint decks, aftermarket parts, and performance upgrades, and also where you'll learn about tuning you car for upcoming events. (In this city you never know when you'll need a properly tuned car.)



All-Points Bulletin

Tri-City Bay is crawling with cops, thanks to a sky-high enforcement budget: city cops, State Troopers, Super States, Feds, SUV swat teams. They're all gunning for you! This section schools you on evading the authorities at all costs, but also explores finely detailed briefs stealthily appropriated from the Tri-City Bay Police Department. Let's keep this part under wraps, cool?

Welcome to Tri-City Bay!

Undercover

You may be a fed, but the local and federal authorities don't know that—what do you think going deep undercover means, anyway? During your covert career, you'll create and maintain your cover by convincing local street racing gangs you're one of them. But you're going to have to get a little dirty.

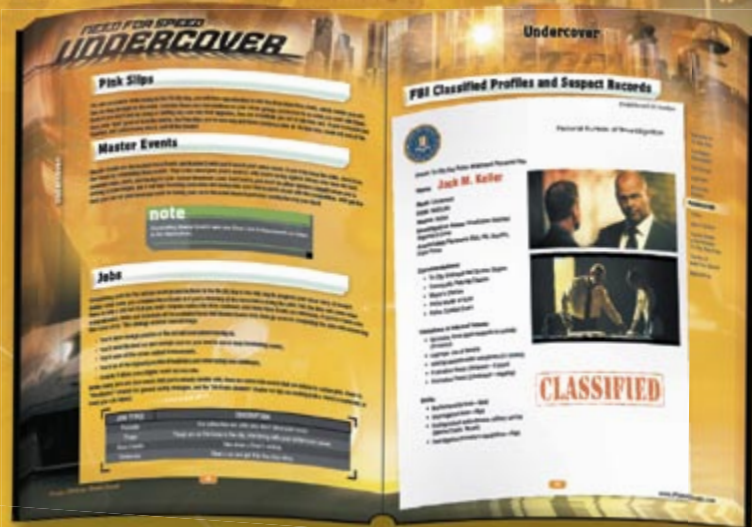
Explore the Tri-City Bay area and do everything you can to increase your cover level without getting busted by the local 5-0. This section teaches you how. Cost to State, Driver Skills, Pink Slips, Wheelman Level—it's all here and you need this info to effectively work your way up the underworld's food chain, while successfully pulling off Jobs for both the good guys and "not so good" guys.

The Tracks

Grouped and sorted by race type and required wheelman level, the track maps work in concert with your developing racing skills by giving you pertinent clues to what you'll find in given areas, such as shortcuts in Palm Harbor, or time saving highway jumps in the Gold Coast Mountains. Use the alphabetical track index at the beginning of this section to quickly find the track you want! Check out this chapter for important local insights for current or upcoming race events.

Take It Online

There is a lot to be said for friendly competition. If you're looking into putting yourself out there to earn their respect, set up an EA Account, check out some cool media at various tie-in Internet sites, upload pics of your rides from Photomode, play Cops and Robbers, or download premium content.



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Tourist Guide to the Greater Tri-City Bay Area

Find valuable insights into the greater Tri-City Bay area here, courtesy of the local tourism organization. Maps supply quick visual reference for geographic landmarks, pursuit breakers, hiding spots, jumps, shops, and even secret areas the local PD doesn't know about!



The Art of *Need For Speed*

Check out art from full motion videos, car concepts, and dramatic cityscapes in this section. It's an excellent overview of the creative process behind the game, including the conceptual stages of development.



Appendices

Here is where you'll find some useful data for quick reference: A master list of every unlockable, Xbox 360 Achievements, a Career mode event domination checklist, a car smuggler's vehicle manifest, and a list of songs from the game's fantastic soundtrack!

The Basics

GAMEPLAY //

Navigating the Menus | Event Types | Displays | Racing 101



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NEED FOR SPEED UNDERCOVER

Navigating the Menus



Did you know you can bring up the Main menu at almost anytime? Use the Main menu to “pause” your current actions whether you’re in the game or in a menu. Try it in a game, then from your Garage in Cars, or while in the GPS Map. Your choices will change depending on where and when you bring up the Main menu. Let’s have a look at the common options.

[Cars]



The Cars menu is where to find your Garage, which houses all the cars collected during the undercover career. Shop for new rides and choose from

the available stock that’s currently unlocked (which depends entirely on your career progress!) and available for purchase from shops around Tri-City. You don’t need to physically travel to all of the shops in free roam mode as their inventory is automatically transferred to this menu. This menu is also where you’ll upgrade your car with both visual and performance upgrades, as well as custom tune the latter to meet your preferences. It’s all easily accessible from this one menu, and you’ll be spending a lot of time here as you progress through the game.

[GPS Map]



The GPS Map is better than ever and we highly recommend using it often, not just for reference but also for plotting the most efficient

routes through the city, especially in Wanted Events, which we’ll

discuss in an upcoming section. Tri-City Bay is a big place with a lot of activity. The GPS Map is essential for all your operations while undercover, as it tracks all available and completed races, Wanted Events, Jobs and Master Events. The GPS Map contains all the data on events and locations throughout the Tri-City Bay and it can be selected either from the Main menu or activated by pressing the D-Pad up.

Enter the GPS Map. Zoom out to survey the events available across the Tri-City Bay. Try changing the event filters to view different sets of events. “Current” displays the open events at or around your Cover Level. “Available” shows all the open events. “Completed” displays the events you’ve beaten or dominated. “Races” displays all Race Events. “Wanted” displays all Wanted Events. “Jobs” displays all Jobs (and these directly advance your undercover career).

tip

Use the Stats option in the GPS Map to view all of your automatically tracked career statistics.

[Driver Skills]



By leveling up and dominating races, you earn an array of Driver Skills that improve the performance of your car, the earnings you

receive from racing, discounts you get at the car and parts shops, and provide additional zone points that you receive for performing heroic driving moves. As you become a better driver, you’ll see fantastic bonuses and skill boosts. If you want numbers and specifics, we thoroughly cover this system in the Undercover (Career) chapter in the guide.

[Photo Mode]



Photo Mode allows you to upload up to 10 photos at a time to **NeedforSpeed.com**. Capture the most intense pursuit or racing

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(Gameplay)

moments, or just share your ride with the community. You can access Photo Mode from the Main menu, or from your Garage. Once a photo has been taken, visit **NeedforSpeed.com** to save it. Only your 10 most recently uploaded photos will be available, so check back often.

[Quick Race]



Quick Race allows you to jump immediately into action with an initial selection of events. Go to the Quick Race map to select Quick Race

events. As you progress through your undercover career in Tri-City Bay, you unlock additional events both for your career and for Quick Race. You can use Quick Race to practice career events on easier settings with better cars.

note

The events available in Quick Race are the same as those available in the GPS Map.

[Options]



Any tweakable parameters in the game can be found in the Options menu, including control configurations, save and load

options, HUD toggles, audio adjustments, video calibration settings, credits and most importantly (arguably) secret codes. We strongly recommend following the video calibration steps to get the best possible picture out of your television or monitor; too much or too little brightness or contrast can significantly decrease your viewing pleasure. Also, when you've got the tachometer redlined and cop sirens are blasting behind you, it can be difficult to hear your incoming messages and calls, so it's a super idea to decrease the volume levels of the music, engine FX and sound FX while keeping speech volume at full—this way you won't miss any important details when Carmen's looking for company.

Event Types

[Race Events]

Highway Battle



Highway Battle is a new game mode and one of the most important in *NFS Undercover*. The mode starts with two racers on the highway; one

racers (your opponent) leads and (you) follows. You must race at high speeds through highway traffic to either stay in the lead until the timer runs out or get over 1,000 feet (300 meters) in front of your opponent. This is often easier said than done.

For the Win

Distance is one of the key elements that determine success in a highway battle. The first racer to break the distance threshold wins the highway battle immediately. How you achieve this is completely up to you—ramming their car, using tight driving skills, or successfully weaving through traffic. In addition, each highway battle has a time limit so that the car that is in the lead when the timer expires wins. Breaking the distance threshold is an immediate win, while duking it out and being in first place when the clock finishes also nabs the win.

Outrun



Outrun is a new open world game mode. This is similar to Highway Battle, except you're not bound to any track and may go anywhere in the

city. Outrun events begin like Highway Battle begins—with two racers. One racer (the opponent) leads and the other racer (you) follows. The main difference between the two modes is that Outrun is like follow the leader in cars. You must be in the lead to score time, and the first racer to achieve the preset time limit wins the event.

For the Win

The goal of Outrun is to take the lead from the opponent and stay in the lead for a specified amount of time. If you can't take the lead from the opponent within the specified amount of time, you lose the event.

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Chasedown



Chasedown is another new game mode and is typically a boss fight race event. It is an open world event, so you can go anywhere in the

city and you're not limited to any track. A chasedown involves you and the target opponent; however the opponent may also have henchmen or goons that attack your car as well. The object of this mode is to damage the target opponent's vehicle enough to completely disable it. In uncommon circumstances, Chasedown events sometimes have a time limit.

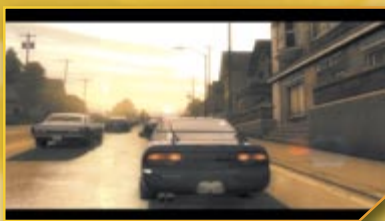
For the Win

You must inflict enough damage on the opponent's car to disable it, while avoiding suffering damage to your own car in the process. Ram them or force them into oncoming traffic or stationary obstacles. If the opponent gets too far away, you lose the event. There may sometimes be Chasedown events with time limits, and in these instances you have to work fast!

note

Chasedown events only occur as Jobs during your undercover career.

Circuit



The *Need for Speed* staple is back. Circuit races are lap-based races around a specific route. The route often takes you from city to

city around the bay, often with high-speed highway sections as connections. Most races are two to three laps, but some events may have more. As in most Circuits, just because you're doing a lap doesn't necessarily mean you're just going around in a big circle. The Circuit races around Tri-City Bay vary from short, straightforward routes in Palm Harbor to long tracks with complicated turn series that run all around the fringes of the bay. The first lap is often used to gauge the track at high speed, but by second lap you should be hitting the turns perfectly. If a circuit is giving you trouble, make sure to practice it a few times before challenging other racers.

For the Win

The first racer to complete all the laps and cross the finish line wins—only first place matters; second place means you lose.

tip

With only a few laps to complete, there is no time for mistakes, crashes, or even to hang back and watch the other racers to find new routes through shortcuts. Go easy on the first lap to assess everything you can, then step it up for the win.

Sprint



Sprint races are point-to-point races at blistering speeds between any number of opponents. This game mode is another staple

of *NFS* and fans will recognize its format instantly. There is no time to practice during a Sprint race from one end of Sunset Hills to the other—if you want to do well, you must practice this track well in advance of your official race event. There is a fantastic selection of Sprint tracks to rip it up on—from short sections in Port Crescent to long, fast blasts along the interstate highways. The secret to doing well on Sprints is knowing the tracks perfectly, because you only get one chance to access the features on the map as you're racing past them at skirt-raising speeds.

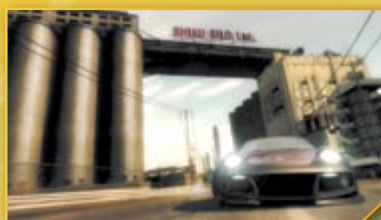
For the Win

The first racer to reach the finish line wins—this is all about tuning your car for its highest performance and handling.

tip

Sometimes flying blind leads to success—with a whole lot of adrenaline and maybe some sheer luck! When racing a Sprint track for the first time, check your GPS Map or Minimap every couple of seconds to stay on top of track alignment. You don't have time to be caught off guard by a surprise corner or, even worse, trying to recover from a disastrous crash!

Checkpoint



Checkpoint races are sprinting races that have timed sections along the route (checkpoints). You're given a preset amount of

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time to get to the next section and pass the checkpoint; once you've passed it, a specific amount of time is added to your time for the next section. If you fail to reach the next checkpoint before the time limit expires, the race is lost. Checkpoint racing is a single-player mode only, as you're racing against the clock and not other AI opponents.

For the Win

You must cross the finish line before the time limit expires.



Wanted Events



Escape



Escape is a pure pursuit event. When it begins, you're already being chased by the cops, so the action starts fast and furious and

stays that way until you either beat the event or you're busted. Sounds simple right? At higher Heat levels this is some of the most thrilling fun you can have, period. You can use any tactic available to you, but often it just comes down to outrunning the authorities and finding appropriate hiding spots when the time comes.

For the Win

You have a time limit to escape the cops any way you can. If you fail to beat the time or if you're busted, you lose!

Cop Takeout



Sometimes a timer is associated with the event, and then you have to work twice as fast! If you happen to escape the cops before disabling enough cop cars, you lose the event, so watch the HUD before taking off from the fuzz. If there is a timer in the event, make sure every hit counts and lead as many cops toward pursuit breakers as possible to get a few at a time.

For the Win

Disable many cop cars and escape. Easy, right?

Cost to State



Cost to State is very much like an Escape event with one main difference: The primary goal here is to acquire the preset target cost to state (or total damages), then escape the cops. This is done by inflicting as much damage on police vehicles, traffic vehicles, and stationary destructible objects on the streets. Sometimes a timer is associated with this event, which, again, injects a lot more pressure into the experience. So be efficient and aim for high CTS targets (We cover this specific information in the chapter on the local Police Department).

For the Win

Do a lot of damage to everything around you, then escape!

Jobs



Cop Takeout is a cop pursuit event, the goal of which is to disable the preset target number of cop vehicles and escape the pursuit.

Cost to State is very much like an Escape event with one main difference: The primary goal here is to acquire the preset target cost

In the *NFS Undercover* career you will be given Jobs by the other characters in the story. Each Job has its own goals and win conditions. It's

important to note that these Jobs are the only way to advance the story and your undercover career, so don't attempt them until you're good and ready and have soaked up all the experience you can from your current career level events. Also, having the highest tier car available fully upgraded significantly increases

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your chances of successfully completing each Job. For more information on Jobs, refer to the "Undercover" chapter.

For the Win

Whatever it takes, son. Whatever it takes.

Head Up Displays

[Bust/Evade Meter]



During a chase, your dashboard displays an advanced pursuit system, the Bust/Evade Meter. When the Bust/Evade Meter is in the red,

the cops are engaged and trying to bust you. When the meter is in the blue, the cops are still engaged, but you're on your way to evading them. When the cops are on your tail, shake them or disable them—you'll know whatever you're doing is working when you see the blue bar increase.

[Cooldown Meter]



After you have lost the cops, the Cooldown Meter replaces the Bust/Evade Meter. While Cooldown is active, the cops still search for you and are

likely to be talking a lot on the radio. Listen to their calls to get hints on what they're doing and carefully look for hiding spots scattered around the Tri-City Bay; if you can get to a hiding spot it rapidly fills your Cooldown Meter, as your car is so much more difficult for the cops to find while you're in hiding.

[GPS Map/Minimap]



The GPS Minimap is on the bottom left of the dashboard. During Jobs, look to the GPS Minimap for the route to your objective. During

Outrun events, look to the GPS Minimap for your rival's position. You can also find the same route on the GPS Map for route

[In the Zone Meter]



The In the Zone Meter is the key to driving excellence. Learn to drive in the zone and score huge points. The In the Zone Meter tallies Zone

Points generated from all the stylish moves you pull off while driving in Race Events, Wanted Events, Jobs, or even while freely roaming around the city. The more Zone Points you rack up without crashing, the higher your Zone Multiplier reaches, and the more Zone Points you'll get at the end of an event. You can take a couple of hits on the soft side without losing all your hard-earned Zone Points but one major accident is all it takes to completely reboot your In the Zone Meter.

[Distance Meter]



The Distance Meter is the key to Highway Battles. Use it to track your progress as you burn past your opponent. Get into the lead and the

Distance Meter will show your success. Fall too far behind and the Distance Meter lets you know your time is almost up.

[Damage Meter]



When chasing down an opponent, look for a Damage Meter above their car. Push that meter into red and take them down! If you are escaping

in a hot car, you find your own Damage Meter on the dashboard. Keep it out of the red or your car is disabled and you'll be starting over!

The Basics

(Gameplay)

[Race Now]



While driving around Tri-City Bay, check your Race Now system on the bottom of the dashboard. Race Now is used to launch events. It

shows you either the closest event or a newly unlocked Career event. Race Now also reminds you that car shops and parts shops have been unlocked.

tip

To customize your driving experience, enter the Options menu and turn off dashboard components that you don't want to display. You can choose to disable the gauges (speedometer and tachometer), the GPS Minimap, and the Leaderboards.

Racing 101

Practice, practice, practice; These are the three most important words you'll hear when learning to race. Get to know your tracks very well, run through them again and again to identify all the obstacles and, most importantly, get closely acquainted with all the best lines. While you may not need technical race training, the following sections will help you understand the ins and outs of all the various types of corner geometry. Remember, following the right racing line can dramatically increase your standings in any event.



Automatic Vs. Manual

Automatic transmissions work in the game the same way as in real life. Once a set RPM is hit, the transmission shifts gears up or down accordingly.

Manual transmissions also work in the game the same way as in real life. It's a steep learning curve but once it becomes second nature, you can be faster on the track with this greater level of control over your transmission. Masters of manual transmissions also have more control over a car's traction, making powerslides and drifting easier.

Try racing with an automatic transmission for a while until you're comfortable with the controls, car handling, and race events. With fewer distractions it will be easier to concentrate on winning. You can play though the entire game without having to switch from an automatic car, so don't feel pressured to change to a manual transmission.

[Nitrous Oxide]



No car starts with nitrous oxide, so don't forget to add a nitrous oxide package to your ride when it's unlocked. Using nitrous oxide

for speed boosts will soon become second nature. Build your speed by riding your nitrous. The Nitrous Meter is on the right of your dashboard next to the speedometer. Press and hold the Nitrous button to activate it. Let go of the Nitrous button when you want the speed boost to end. The Nitrous Meter will empty on deactivation. Recharge your Nitrous Meter by driving fast and pulling off stylish (aka heroic) moves that increase your Zone Points.

[Speedbreaker]



Speedbreaker is your most versatile tool for pulling off heroic maneuvers. While active, time slows and vehicle mass increases, as does

traction. Use Speedbreaker to squeeze through tight spots, outmaneuver opponents, and break through cop roadblocks.

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The Speedbreaker Meter is on the right side of your dashboard next to the Speedometer. Press and hold the Speedbreaker button to activate it. Press it again when you're ready for time to go back to normal. The Speedbreaker Meter will empty on deactivation. Recharge your Speedbreaker Meter by driving fast and pulling off stylish moves that increase your Zone Points.

Essential Braking

General Braking

Skillful use of the brake will undoubtedly make you a better racer. There are several braking techniques that every racer should have working knowledge of and experience with. Every corner is divided into three segments: the turn entry, the apex, and the turn exit. Learn to recognize these segments in every corner to master the essential art of technical braking.

Straight Line Braking



This principle is the Holy Grail of braking. Always brake the hardest when traveling in a straight line prior to entering a turn. Any turn in the wheels at all could force your car into an understeer or oversteer condition (uncontrolled drift) given sufficient speed.

Learn the threshold of your car's brakes to anticipate just how hard to brake without forcing a loss of traction.

When approaching a corner, apply the brakes to near maximum in the straight section immediately in front of the corner entry point, once you're at the turn apex, release the brakes and accelerate to rip out of the turn's exit.

Trail Braking



A more difficult technique to master, trail braking involves delaying your braking until just before the turn entry, and continue braking through the turn to the apex, where you can begin to accelerate out of the remainder of the corner. The trick here is to not force

your car to drift while braking through the turn. Learn your car's handling well enough to know its braking threshold so you know how hard to brake without causing it to oversteer and slide into a wall.

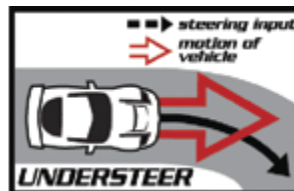
Oversteer Vs. Understeer

Two commonly experienced conditions on the race track when driving a high performance vehicle are called *oversteer* and *understeer*.



Oversteer is the condition in which the rear of the car is sliding out from the car's direction of travel. The front wheels are

tracking in the direction of travel, but the rear of the car comes out from behind the front wheels. In controllable circumstances, this is often beneficial to finding the tightest line through a course. However, when the rear of the car loses traction and slides out (oversteer always slides to the outside of a curve) in an uncontrollable condition, this can send the car into a spin. The way to correct this condition is to add more throttle, bringing more weight and force to the rear of the car, and then steer in the direction of the skid toward the outside of the curve.



Understeer is the condition when the front wheels are not steering the car effectively. They have lost sufficient traction

to continue to drive the car around a corner. In this case, the car generally goes straight into the wall or off the road, despite the fact that the front wheels are turned. The car's condition is such that it cannot turn at the rate at which the front wheels are turned. This understeer condition leads to the car "plowing" off the roadway. Understeering can be corrected by slowing down and returning more weight to the vehicle's front end. However, be cautious when recovering from an understeer, since the tendency is for the car to suddenly grab the road when the understeer condition ends, and the front end can throw the back end into an oversteer condition. This is called *fishtailing* and it is why understeer is often more hazardous than oversteer.

The Basics

(Gameplay)

[Technical Turning]

Street Lines



Imaginary lines on the track follow a path of least resistance that allow for the either the safest route or fastest through time. In

racing theory, there are several types of lines, but generally one standard line per turn alignment. Remember that the shortest distance between two points of a curve is a straight line. The lines can be slightly altered depending on your situation, speed, and track conditions. Use mild curves between the apex and around the corners, straightening them out as much as possible. How you want to exit the turn is dependent on how you enter the turn, so set up your turn entry correctly. Remember, these lines are theoretical and cornering success also relies on your accurately reading the conditions of each turn in the course and taking into consideration your car's handling characteristics. Consider these your basic guidelines to build upon your racing success.

Right-Angle Turns



This line has a good balance between entry and exit speeds, and passes evenly through the apex. This type of turn is the most common of all the corner shapes. We strongly encourage experimenting on various types of tracks

to find the best line through these most common corner types.

tip

"Slow in—Fast out." Make this your braking mantra and chant it again and again in your head. The sooner you slow down prior to taking a turn, the faster your acceleration will be coming out of it. Using this technique will save you costly seconds of added lap time by preventing uncontrolled slides and/or disastrous collisions. Its natural opposite, "Fast in—Slow out" (or even worse—"Fast in—and Crash") is a terrible racing "technique" commonly executed by inexperienced drivers.

180-Degree Turns (Hairpins)



corner's inside, keeping wide on both the turn entry and exit.

The more challenging and more dangerous line is also the fastest line; however, you will need trunkloads of practice with this one. Much more than driving the standard line. Start at the center of the turn entry, move to a late apex curve along the outside edge of the turn when you pass the middle of the apex, and follow the outside to the turn exit. You should shoot out of the corner still along the outside edge, while maximizing your exit speed.

Chicanes



Chicanes create a lateral diversion in the track of various distances. Consider them as S-turns with a shallower path between apexes. In city driving, chicanes are used to divert that path of travel and shift it sideways. On closed circuits, they are a short, tight challenge.

Chicanes get even more complicated when elevation changes are thrown into the mix, but these instances are thankfully very rare, given the innate threat they pose to cars travelling at high speeds. Try to make a straight line through them, from inside line to inside line. The straighter your line, the faster your exit speed.

Decreasing Radius Turns



Decreasing turns start with a wider radius and become tighter as the corner continues. These corners are possibly the most challenging type of turn to maintain proper alignment and speed throughout. They are also the worst cause

Hairpin turns generally have two accepted lines, which are both based on circumstances (and sometimes concern for personal safety). For safety's sake (low-risk cornering), the easiest line to execute is the one that hugs the apex all the way around the

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of spins and collisions with the turn exit at the outer guard rail or wall. The best option is almost always to cut in close to the inside and early apex, then move to the outside of the turn exit as you come out of the corner, applying full throttle as you exit.

Double Apexes



Double apexes can basically be treated like hairpin corners. The exception here is that they have a flat spot on the inside of the corner, effectively separating the curve into two parts and two individual apexes (where a hairpin only has one apex to worry about).

Taking one line or another through this turn type depends primarily on track alignment before and after the double apex turn. However, many racers simply prefer to pick an imaginary spot or “fake apex” somewhere between the existing two apexes and use that as a marker to hit on their way through the turn.

Increasing Radius Turns



The opposite of decreasing radius turns, these turns become wider in radius as you progress through their geometry. Start cornering early and keep tight to the apex as you exit the corner; leave on as straight a path as possible.

[Drafting]



Drafting is the process of driving closely behind and in line with another vehicle. It provides decreased wind resistance to boost your speed because

your car is not working as hard as the lead car. You’ve got more power to work with temporarily, and you can use this to pass the lead car easily. As you gain ground and speed on the lead car, make a shallow, seamless pass (as close to the lead car as possible) out into normal air and into the lead.

[Heroic Driving]

Drive like a hero and score big! This rewarding new feature scores drivers points based on the flashy moves executed during events. The more Zone Points you accumulate, the faster you progress through your undercover career. For a full point breakdown of all heroic driving maneuvers, refer to the zone point summary table in the “Undercover” chapter.

360s, 540s and 720s



To start a 360, get as much speed as you can. First, initiate a 180 by turning and holding your hand brake. As the car approaches 180

degrees, reverse your steering direction and hold reverse for a second 180. A 540 links another 180 onto your first 360. A 720 links two more 180s onto the 360. You will have to obtain extreme speeds to carry out these maneuvers.

tip

Tune your car for less grip to spin into heroic moves more easily. A car with high grip is much more difficult to trick with.

Coasting Deceleration

No more auto-brake! You are now able to release the throttle through corners and decelerate at a natural rate. Rather than having your speed drop dramatically on releasing the throttle through fast corners, keep your speed up by lifting off the throttle and coasting through the corners.

tip

Technical braking aside, use this more realistic braking setup to successfully navigate courses when the need for actual braking isn’t immediate. Many turns are gradual enough that you don’t need to use your brakes at all.

Burnout

To achieve a burnout, spin your drive wheels for more than two seconds while stationary. It’s easier to pull this off on dirt! Find a dirt lot somewhere and bust out fancy 360 burnouts.

The Basics

(Gameplay)

J-Turn

Gather some speed while travelling in reverse. Then max the steering to start rotating the car. As soon as the car starts rotating, release the steering and Reverse button and simultaneously hit the throttle. The car should now be travelling forward with minimal loss of speed. J-turns are very useful when you hit a dead end (be it a wall or cop car!) and quickly need to reverse direction.

Powerslide

Enter a turn holding down the throttle and hand brake at the same time. Your car will start to powerslide. Make sure to countersteer to hold the powerslide and not spin out.

tip

This technique is how you kick your car's tail end out to start a drift, but it's harder with cars having AWD or FWD. In such cases, you may need to use the following technique for an extra boost.

Drifting

Need for Speed Undercover rewards players who successfully perform high speed drifts around corners. This dynamic maneuver is even more effective when you've tuned your car's tires to lessen their grip, allowing you to effectively float around corners! Not for the faint of heart, punching the Nitrous during a drift awards even more drift points!

Nitrous Drift

Usually you tap your hand brake while going around a corner to drift, but for cars with trickier handling or for a more dramatic effect, you can nitrous drift. To execute this technique, enter a turn the same way as you would with a regular drift. As the car starts to rotate into the drift, activate your nitrous and make sure you are countersteering to avoid overrotation and, consequently, a disastrous loss of control. Adjusting your nitrous between strength and duration is a great way to fine-tune inputs for nitrous drifting.

Brakestand

Hold the brake and throttle down together when stopped. Rear-wheel drive cars will then spool and spin up the tires. This is otherwise known as a "smokeshow."

360 Brakestand

Hold down the brake and throttle to spool up the tires. Once you hit redline, let go of the brakes and turn your steering to its max in either direction. You will achieve a smooth, fluid motion.

note

If you've got the time to stop and show off, this is the best way to do it. It's a "smokeshow" but even more so, it screams insolently at your opponents while they shudder in fear at your display of street skills.

Reverse 360

To initiate a reverse 360, hold the Reverse button down and max your steering all the way left or right.

tip

Think of it as a stylish way to escape from being boxed in by the local PD.

Reverse Driving

After a 180, simply hold down the Reverse button and the camera will rotate so you may see in reverse. Reverse driving is sensitive like in real life, only slight movements and minor inputs work well. Tap the steering for best control.

tip

Reverse driving is tricky; keep steering inputs minimal and revert to driving forward quickly to maintain high speed.

Clean Sections

If you're more interested in speed than finesse moves, clean sections allow you to score impressive points through fast, precise driving. Tracks are divided into invisible "sections" of varying lengths; each time you get through a section without any collisions, you're awarded "Clean Section" points.

Chaining Moves

Some moves (Near Misses, Close Calls, and Clean Sections) can be chained together for big bonuses. The amount of extra points you receive increases as you chain more moves together. This chaining effect allows you to quickly fill up your In the Zone Meter and ultimately keep racking up points at much higher rates. Stick to wide roads, off-road areas, interstates, and intersections where you have the room to move without fear of obstacles, plus take full advantage of your Speedbreaker to keep the chain alive by avoiding potential collisions in slo-mo. Moves must be performed within two seconds of each other to count toward a chain bonus.

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CARS //

Tier | Class | Value | Drivetrain | Aspiration | Power | Torque | Redline | Max RPM



NEED FOR SPEED | UNDERCOVER

Legend

Tier Stock versions of each car are grouped into tiers based on their performance characteristics.

Class Sport, Exotic, Muscle, and Tuner; each class has particular handling characteristics (handling is also related to a car's drivetrain). Sports are all round performers; Exotics are high-performance at stock levels with low optional upgrades; Muscles sacrifice handling for power; Tuners commonly start low-performance but are highly upgradable.

Value How many greenbacks you must invest for the ride.

Drivetrain Drivetrain affects car handling: FWD, RWD, AWD. This important choice is based on your personal preference. Generally, FWD pulls the car around turns and is harder to slide; RWD pushes cars forward from behind and slides easily; and AWD cars have the most uniform, stable (and arguably most forgiving) handling.

Aspiration Describes whether the car has a turbo, supercharger, or is naturally aspirated. Aspiration affects stock engine power.

Power (HP) A measure of the engine's stock power output.

Torque (LB-FT) A measure of the force exerted against the road by the car's wheels; very simply, more torque equals faster acceleration.

Redline The maximum engine speed (not car speed) at which the engine can operate without causing damage to itself or its component parts.

Max RPM The extra RPM you can reach when driving a manual transmission.

The Garage

Cars

Aston Martin DB9

Tier: 2

Garage Cost: \$172,000

Year: 2006

Class: Exotic

Drive Type: RWD

Engine Aspiration: N/A

HP: 450

Torque (LB-FT): 420

Redline: 6,800

Max RPM: 7,800

Top Speed (MPH): 186



Audi RS4

Tier: 2

Garage Cost: \$185,000

Year: 2006

Class: Sport

Drive Type: AWD

Engine Aspiration: N/A

HP: 420

Torque (LB-FT): 317

Redline: 8,250

Max RPM: 9,250

Top Speed (MPH): 155



Audi TT 3.2 quattro

Tier: 3

Garage Cost: \$79,000

Year: 2007

Class: Sport

Drive Type: AWD

Engine Aspiration: N/A

HP: 250

Torque (LB-FT): 236

Redline: 6,300

Max RPM: 7,300

Top Speed (MPH): 155



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Audi R8

Tier: 1

Garage Cost: \$220,000

Year: 2008

Class: Exotic

Drive Type: AWD

Engine Aspiration: N/A

HP: 420

Torque (LB-FT): 317

Redline: 8,000

Max RPM: 9,000

Top Speed (MPH): 187



Audi S5

Tier: 2

Garage Cost: \$161,000

Year: 2009

Class: Sport

Drive Type: AWD

Engine Aspiration: N/A

HP: 354

Torque (LB-FT): 325

Redline: 7,250

Max RPM: 8,250

Top Speed (MPH): 155



BMW M3 E92

Tier: 2

Garage Cost: \$145,000

Year: 2008

Class: Sport

Drive Type: RWD

Engine Aspiration: N/A

HP: 420

Torque (LB-FT): 295

Redline: 8,300

Max RPM: 9,300

Top Speed (MPH): 155



The Garage

Cars

BMW M3 E46

Tier: 2

Garage Cost: \$145,000

Year: 2003

Class: Sport

Drive Type: RWD

Engine Aspiration: N/A

HP: 333

Torque (LB-FT): 262

Redline: 8,000

Max RPM: 9,000

Top Speed (MPH): 155



BMW Z4 M Coupe

Tier: 2

Garage Cost: \$0 (Collector's Edition)

Year: 2007

Class: Sport

Drive Type: RWD

Engine Aspiration: N/A

HP: 343

Torque (LB-FT): 269

Redline: 8,000

Max RPM: 9,000

Top Speed (MPH): 155



BMW M6

Tier: 2

Garage Cost: \$159,000

Year: 2008

Class: Exotic

Drive Type: RWD

Engine Aspiration: N/A

HP: 500

Torque (LB-FT): 383

Redline: 8,250

Max RPM: 9,250

Top Speed (MPH): 155



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Bugatti Veyron 16.4

Tier: 1

Garage Cost: \$375,000

Year: 2006

Class: Exotic

Drive Type: 4WD

Engine Aspiration: Quad Turbo

HP: 1001

Torque (LB-FT): 922

Redline: 6,500

Max RPM: 7,500

Top Speed (MPH): 253



Cadillac CTS-V

Tier: 4

Garage Cost: \$42,000

Year: 2006

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 400

Torque (LB-FT): 396

Redline: 6,500

Max RPM: 7,500

Top Speed (MPH): 155



Chevrolet Corvette Z06

Tier: 1

Garage Cost: \$200,000

Year: 2006

Class: Sport

Drive Type: RWD

Engine Aspiration: N/A

HP: 505

Torque (LB-FT): 470

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 198



The Garage

Cars

Chevrolet Chevelle SS

Tier: 3

Garage Cost: \$150,000

Year: 1970

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 450

Torque (LB-FT): 500

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 130



Chevrolet Camaro SS

Tier: 4

Garage Cost: \$38,000

Year: 1967

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 325

Torque (LB-FT): 410

Redline: 5,600

Max RPM: 6,600

Top Speed (MPH): 121



Chevrolet Camaro Concept

Tier: 3

Garage Cost: \$75,000

Year: 2008

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 400

Torque (LB-FT): 400

Redline: 6,500

Max RPM: 7,500

Top Speed (MPH): 180



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Chevrolet Corvette Stingray

Tier: 3

Garage Cost: \$70,000

Year: 1967

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 435

Torque (LB-FT): 460

Redline: 6,000

Max RPM: 7,000

Top Speed (MPH): 145


Corvette
STINGRAY

Dodge Viper SRT10

Tier: 2

Garage Cost: \$195,000

Year: 2006

Class: Sport

Drive Type: RWD

Engine Aspiration: N/A

HP: 510

Torque (LB-FT): 525

Redline: 6,000

Max RPM: 7,000

Top Speed (MPH): 190



DODGE

Dodge Charger R/T

Tier: 3

Garage Cost: \$89,000

Year: 1969

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 425

Torque (LB-FT): 480

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 130



Dodge

The Garage

Cars

Dodge Challenger

Tier: 3

Garage Cost: \$115,000

Year: 1971

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 385

Torque (LB-FT): 480

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 125



Dodge

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Dodge Challenger Concept

Tier: 2

Garage Cost: \$0 (Collector's Edition)

Year: 2008

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 425

Torque (LB-FT): 420

Redline: 6,000

Max RPM: 7,000

Top Speed (MPH): 174



Dodge Charger SRT8 Super Bee

Tier: 3

Garage Cost: \$81,500

Year: 2007

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 425

Torque (LB-FT): 420

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 155



NEED FOR SPEED UNDERCOVER

Ford GT

Tier: 1

Garage Cost: \$235,000

Year: 2006

Class: Super

Drive Type: RWD

Engine Aspiration: Supercharged

HP: 550

Torque (LB-FT): 500

Redline: 6,500

Max RPM: 7,500

Top Speed (MPH): 212



Ford Escort Cosworth RS

Tier: 4

Garage Cost: \$36,500

Year: 1996

Class: Tuner

Drive Type: AWD

Engine Aspiration: Turbo

HP: 227

Torque (LB-FT): 220

Redline: 6,750

Max RPM: 7,750

Top Speed (MPH): 140



Ford Mustang GT

Tier: 3

Garage Cost: \$85,000

Year: 2006

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 300

Torque (LB-FT): 320

Redline: 6,250

Max RPM: 7,250

Top Speed (MPH): 145



The Garage

Cars

Ford Focus ST

Tier: 4

Garage Cost: \$48,000

Year: 2006

Class: Tuner

Drive Type: FWD

Engine Aspiration: Turbo

HP: 220

Torque (LB-FT): 263

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 150



Koenigsegg CCX

Tier: 1

Garage Cost: \$0 (Collector's Edition)

Year: 2006

Class: Exotic

Drive Type: RWD

Engine Aspiration: Supercharged

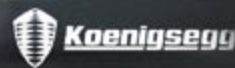
HP: 806

Torque (LB-FT): 678

Redline: 7,600

Max RPM: 8,600

Top Speed (MPH): 245



Lamborghini Murciélago LP640

Tier: 1

Garage Cost: \$250,000

Year: 2006

Class: Super

Drive Type: AWD

Engine Aspiration: N/A

HP: 640

Torque (LB-FT): 487

Redline: 8,000

Max RPM: 9,000

Top Speed (MPH): 211



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Lamborghini Gallardo LP560-4

Tier: 2

Garage Cost: \$190,000

Year: 2009

Class: Exotic

Drive Type: RWD

Engine Aspiration: N/A

HP: 560

Torque (LB-FT): 398

Redline: 8,000

Max RPM: 9,000

Top Speed (MPH): 202



Lexus IS F

Tier: 2

Garage Cost: \$167,500

Year: 2008

Class: Tuner

Drive Type: RWD

Engine Aspiration: N/A

HP: 416

Torque (LB-FT): 371

Redline: 6,800

Max RPM: 7,800

Top Speed (MPH): 170



Lotus Elise

Tier: 4

Garage Cost: \$42,500

Year: 2006

Class: Sport

Drive Type: RWD

Engine Aspiration: N/A

HP: 190

Torque (LB-FT): 130

Redline: 8,000

Max RPM: 9,000

Top Speed (MPH): 147



The Garage

Cars

Mazda RX-7

Tier: 3

Garage Cost: \$73,000

Year: 1995

Class: Tuner

Drive Type: RWD

Engine Aspiration: Twin Turbo

HP: 255

Torque (LB-FT): 217

Redline: 8,000

Max RPM: 9,000

Top Speed (MPH): 140



Mazda Mazdaspeed3

Tier: 4

Garage Cost: \$52,500

Year: 2006

Class: Tuner

Drive Type: FWD

Engine Aspiration: Turbo

HP: 263

Torque (LB-FT): 280

Redline: 6,700

Max RPM: 7,700

Top Speed (MPH): 155



Mazda RX-8

Tier: 4

Garage Cost: \$22,000

Year: 2006

Class: Tuner

Drive Type: RWD

Engine Aspiration: N/A

HP: 238

Torque (LB-FT): 159

Redline: 9,000

Max RPM: 10,000

Top Speed (MPH): 145



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McLaren F1

Tier: 1

Garage Cost: \$290,000

Year: 1994

Class: Exotic

Drive Type: RWD

Engine Aspiration: N/A

HP: 627

Torque (LB-FT): 479

Redline: 7,500

Max RPM: 8,500

Top Speed (MPH): 240



Mercedes-Benz SL65 AMG

Tier: 2

Garage Cost: \$0 (Collector's Edition)

Year: 2005

Class: Exotic

Drive Type: RWD

Engine Aspiration: Twin Turbo

HP: 604

Torque (LB-FT): 738

Redline: 5,950

Max RPM: 6,950

Top Speed (MPH): 155



Mercedes-Benz SLR McLaren 722 Edition

Tier: 2

Garage Cost: \$225,000

Year: 2007

Class: Exotic

Drive Type: RWD

Engine Aspiration: Supercharged

HP: 641

Torque (LB-FT): 605

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 209



Mercedes-Benz

The Garage

Cars

Mercedes-Benz CLS 63 AMG

Tier: 2

Garage Cost: \$151,000

Year: 2006

Class: Sport

Drive Type: RWD

Engine Aspiration: SC

HP: 476

Torque (LB-FT): 516

Redline: 6,500

Max RPM: 7,500

Top Speed (MPH): 155



Mitsubishi Lancer EVOLUTION

Tier: 3

Garage Cost: \$120,000

Year: 2008

Class: Tuner

Drive Type: AWD

Engine Aspiration: Turbo

HP: 300

Torque (LB-FT): 325

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 165



Mitsubishi Lancer EVOLUTION IX MR-edition

Tier: 3

Garage Cost: \$95,000

Year: 2006

Class: Tuner

Drive Type: AWD

Engine Aspiration: Turbo

HP: 286

Torque (LB-FT): 289

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 165



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Nissan GT-R (R35)

Tier: 1

Garage Cost: \$275,000

Year: 2007

Class: Tuner

Drive Type: AWD

Engine Aspiration: Twin Turbo

HP: 480ps

Torque (LB-FT): 430

Redline: 8,500

Max RPM: 9,500

Top Speed (MPH): 195



Nissan Skyline GT-R (R34)

Tier: 3

Garage Cost: \$135,000

Year: 1999

Class: Tuner

Drive Type: AWD

Engine Aspiration: Twin Turbo

HP: 280

Torque (LB-FT): 293

Redline: 8,000

Max RPM: 9,000

Top Speed (MPH): 155



Nissan Silvia (S15)

Tier: 4

Garage Cost: \$28,000

Year: 2000

Class: Tuner

Drive Type: RWD

Engine Aspiration: Turbo

HP: 250

Torque (LB-FT): 202

Redline: 7,500

Max RPM: 8,500

Top Speed (MPH): 146



The Garage

Cars

Nissan 240SX (S13)

Tier: 4

Garage Cost: \$20,000

Year: 1989

Class: Tuner

Drive Type: RWD

Engine Aspiration: N/A

HP: 140

Torque (LB-FT): 152

Redline: 6,500

Max RPM: 7,500

Top Speed (MPH): 112



Nissan 370Z (Z34)

Tier: 3

Garage Cost: \$92,500

Year: 2009

Class: Tuner

Drive Type: RWD

Engine Aspiration: N/A

HP: 330

Torque (LB-FT): 290

Redline: N/A

Max RPM: N/A

Top Speed (MPH): N/A



Pagani Zonda F

Tier: 1

Garage Cost: \$320,000

Year: 2006

Class: Super

Drive Type: RWD

Engine Aspiration: N/A

HP: 602

Torque (LB-FT): 561

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 214



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Plymouth HEMI® Cuda

Tier: 4

Garage Cost: \$36,000

Year: 1970

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 425

Torque (LB-FT): 425

Redline: 5,600

Max RPM: 6,600

Top Speed (MPH): 130



Plymouth

Pontiac GTO

Tier: 4

Garage Cost: \$32,000

Year: 1965

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 335

Torque (LB-FT): 431

Redline: 5,200

Max RPM: 6,200

Top Speed (MPH): 122



Pontiac Solstice GXP

Tier: 4

Garage Cost: \$25,000

Year: 2006

Class: Tuner

Drive Type: RWD

Engine Aspiration: Turbo

HP: 260

Torque (LB-FT): 260

Redline: 6,300

Max RPM: 7,300

Top Speed (MPH): 145



The Garage

Cars

Porsche 911 GT2

Tier: 2

Garage Cost: \$212,000

Year: 2008

Class: Super

Drive Type: RWD

Engine Aspiration: N/A

HP: 530

Torque (LB-FT): 505

Redline: 7,100

Max RPM: 8,100

Top Speed (MPH): 204



Porsche 911 Turbo

Tier: 2

Garage Cost: \$218,000

Year: 2006

Class: Sport

Drive Type: AWD

Engine Aspiration: Twin Turbo

HP: 480

Torque (LB-FT): 460

Redline: 7,100

Max RPM: 8,100

Top Speed (MPH): 193



Porsche Cayman S

Tier: 3

Garage Cost: \$0 (Collector's Edition)

Year: 2006

Class: Sport

Drive Type: RWD

Engine Aspiration: N/A

HP: 295

Torque (LB-FT): 251

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 170



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Porsche 911 GT3 RS

Tier: 2

Garage Cost: \$215,000

Year: 2006

Class: Exotic

Drive Type: RWD

Engine Aspiration: N/A

HP: 415

Torque (LB-FT): 300

Redline: 8,400

Max RPM: 9,400

Top Speed (MPH): 193



Porsche Carrera GT

Tier: 1

Garage Cost: \$300,000

Year: 2005

Class: Exotic

Drive Type: RWD

Engine Aspiration: N/A

HP: 605

Torque (LB-FT): 435

Redline: 8,400

Max RPM: 9,400

Top Speed (MPH): 205



Renault Mégane Coupé

Tier: 3

Garage Cost: \$65,500

Year: 2008

Class: Tuner

Drive Type: FWD

Engine Aspiration: Turbo

HP: 200

Torque (LB-FT): 222

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): N/A



The Garage

Cars

Shelby GT500

Tier: 2

Garage Cost: \$132,500

Year: 1967

Class: Muscle

Drive Type: RWD

Engine Aspiration: N/A

HP: 355

Torque (LB-FT): 420

Redline: 6,500

Max RPM: 7,500

Top Speed (MPH): 132



Shelby GT500KR™

Tier: 2

Garage Cost: \$169,500

Year: 2008

Class: Muscle

Drive Type: RWD

Engine Aspiration: Supercharged

HP: 500

Torque (LB-FT): 475

Redline: 6,000

Max RPM: 7,000

Top Speed (MPH): 150



SHELBY

Toyota Supra

Tier: 3

Garage Cost: \$100,000

Year: 1998

Class: Tuner

Drive Type: RWD

Engine Aspiration: Twin Turbo

HP: 320

Torque (LB-FT): 315

Redline: 7,000

Max RPM: 8,000

Top Speed (MPH): 150



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Volkswagen R32

Tier: 4

Garage Cost: \$41,000

Year: 2006

Class: Tuner

Drive Type: AWD

Engine Aspiration: N/A

HP: 247

Torque (LB-FT): 236

Redline: 6,900

Max RPM: 7,900

Top Speed (MPH): 155



Volkswagen Scirocco

Tier: 4

Garage Cost: \$50,000

Year: 2008

Class: Tuner

Drive Type: FWD

Engine Aspiration: Turbo

HP: 197

Torque (LB-FT): 207

Redline: 5,900

Max RPM: 6,900

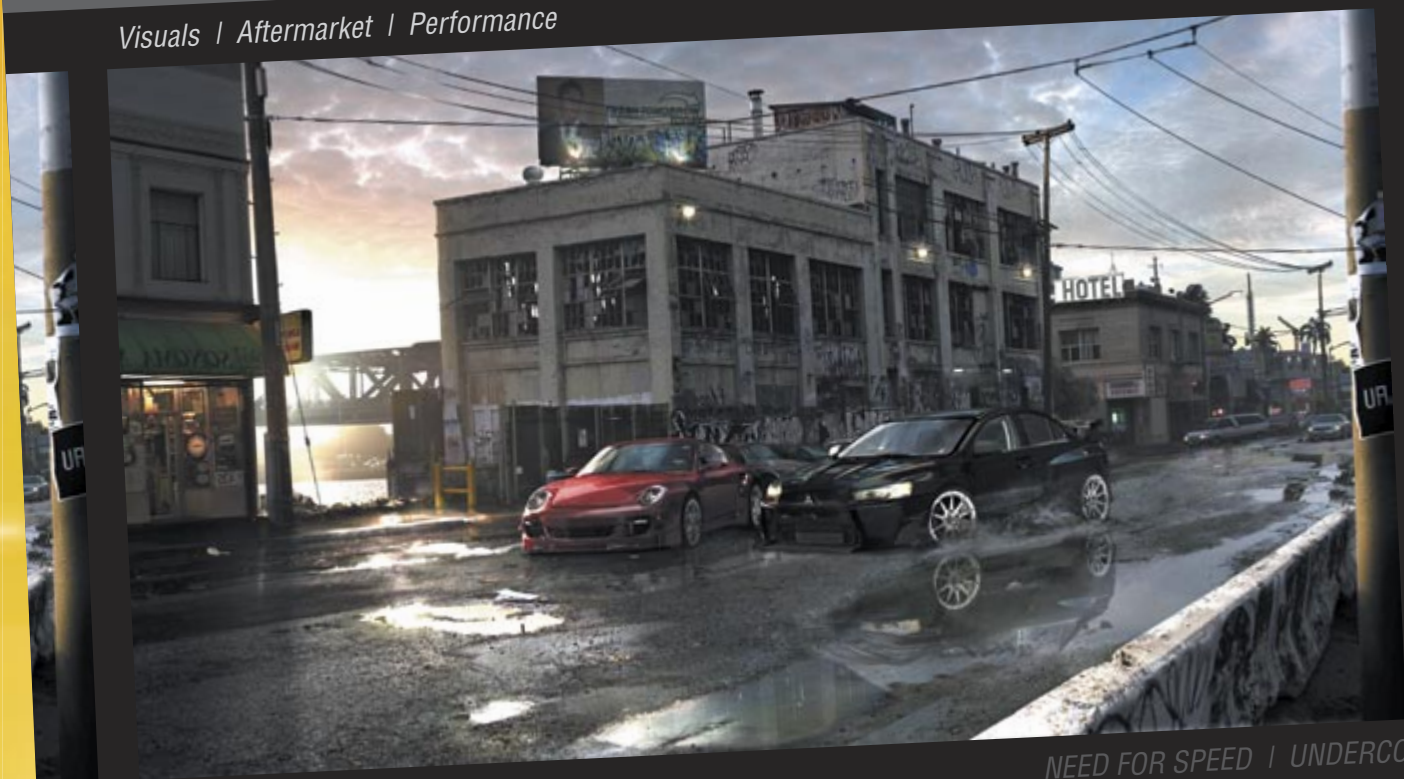
Top Speed (MPH): 146



Upgrades

CUSTOMIZING YOUR RIDE //

Visuals | Aftermarket | Performance



NEED FOR SPEED | UNDERCOVER

NEED FOR SPEED UNDERCOVER

Visuals



[Paint]

Choosing the right paint is often a carefully considered decision for many racers, but it really just comes down to the kind of feeling you want to get from your ride, or reaction you want to elicit in the opposition. Darker colors may be ominous and intimidating while brighter and lighter colors may be more showy and flamboyant. Whatever your choice may be, it won't be limited—that's for sure.

There is a vast color palette available in seven different finishes: gloss, chrome, matte, metallic, candy, iridescent, and pearlescent. You can apply the paint across the whole car equally or paint each of the seven zones independently for an interesting effect. The rotating color wheel lets you carefully tune each color, dialing in exactly the setting you want. Once you've got your perfect color, use the Match command to pick the same color for painting other regions. Trial and error can also work searching for the perfect color. Don't be afraid to try a color scheme that wouldn't be your first choice for a showcase car, it may just look really hot on the track and especially in Photo Mode, with the sun glinting off the metallic specks in the paint.



[Vinyls]

Vinyl is general term for most graphics applied to a car's body after it has been painted, however, here the name refers specifically to their vinyl composition—think of them as really fancy stickers that must be applied by an artist. The application of vinyls to a car is one of the easiest ways to customize it visually while giving the overall appearance a significant stylistic boost. Use the Vinyls menu (which is found as part of the Visuals menu) to add new vinyls, edit your existing vinyls, and to set the finish of your applied vinyls (a choice of chrome, gloss, or matte).



Vinyls can be added in isolated areas of the car's body, or even superimposed one on top of the other. In the later case, you decide which vinyl takes visual precedent by arranging the layers and moving them individually up or down in the list, which effectively moves vinyls either more into the foreground or background in the overall image.

When editing vinyls, select the layer in question to see the editing options: move, scale, rotate, skew, flip, and mirror. With this tool-set, you can place vinyls anywhere on your car in nearly any alignment and scale you can imagine. Stylish designs can be made even from picking your favorite graphic and scaling it up to the point where it covers nearly the entire car. Spend some time with the visual upgrades; you could end up with a true masterpiece.

note

Vinyls and paint can't be applied to Carbon upgrade parts.

Upgrades

vinyls

| 26 total

Flags

Designer: N/A

Style: Flags of the world.



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2008 VW SCIROCCO TPI

NOTE TREATMENT
OF MESH
GRILLE/BUMPER



NEED FOR SPEED UNDERCOVER

Upgrades

vinyls

| 20 total

Numbers

Designer: N/A

Style: 0-9 in two fonts.

001	0	002	1	003	2	004	3	005	4
006	5	007	6	008	7	009	8	010	9
011	0	012	1	013	2	014	3	015	4
016	5	017	6	018	7	019	8	020	9

vinyls

| 99 total

Primitives

Designer: N/A

Style: Basic shapes in everything from stars to arrows to abstract line drawings.

001	→	002	>	003	▶	004	C	005	♣
006	♥	007	♠	008	●	009	↷	010	↘
011	↶	012	----	013	◆	014	💧	015	↙

Upgrades

Primitives, continued



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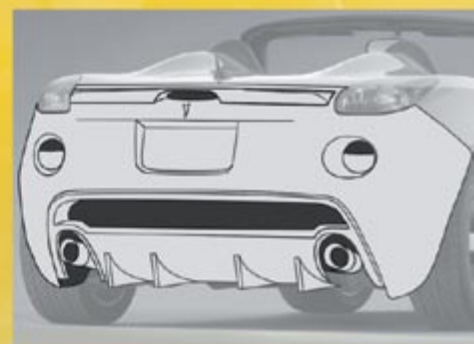
Primitives, continued



Rear AS 3:
Splitter drop down
from bottom surface
of rear diffuser.

Rear AS 2:
False vent in rear bumper
replaced by deep recessed
vent with black mesh.

Rear AS 1:
Sides of rear bumper drop
down. Rear diffuser lowers
and rolls under more.



Upgrades

vinyls

| 30 total

Manufacturer

Designer: N/A

Style: Logos for every car manufacturer in the game.



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note

Depending on your current car, the manufacturer vinyls set will also contain additional make-specific, two-tone vinyls for even more choices on how to customize your ride. Each car generally has about three two-tone designs to choose from.



NEED FOR SPEED UNDERCOVER

vinyls

181 total

Aftermarket

Designer: N/A

Style: Nearly 200 logos from popular aftermarket companies around the world.

Upgrades

001	002	003	004	005
				
006	007	008	009	010
				
011	012	013	014	015
				
016	017	018	019	020
				
021	022	023	024	025
				
026	027	028	029	030
				
031	032	033	034	035
				
036	037	038	039	040
				
041	042	043	044	045
				

Upgrades

Aftermarket, continued

046

COMPTECH

047



048

CROWER

049

Chassisworks

050



051



052

DARTON SLEEVES

053



054



055

DG-Luck

056

Dynatech

057

Dynojet

058

EATON

059



060

EXTREME DRIVING

061

Eibach Springs

062

ENDLESS

063

enjukuracing

064



065

EXEDY RACING CLUTCH

066

FASTBRAKES

067

FELPRO

068

FERODO

069

fidanza

070

FLOW TECH

071

FLUIDYNE High Performance

072

FULL RACE

073

GOODRIDGE

074

GRddy

075



076

Hankook PERFORMANCE TIRES

077

hans schreder RACING

078

HAWK

079

Hays

080

HEDMAN HEDDERS

081

HKS

082

HIGHLY MOTIVE

083

Holley

084

HOOKER HEADERS

085

HOTCHKIS SPORT SUSPENSION

086

H&R

087



088

ICEMAN RACING

089



090

INJEN TECHNOLOGY

091

INNOVATE MOTORSPORTS

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Aftermarket, continued

096		097		098		099		100	
101		102		103		104		105	
106		107		108		109		110	
111		112		113		114		115	
116		117		118		119		120	
121		122		123		124		125	
126		127		128		129		130	
131		132		133		134		135	
136		137		138		139		140	
141		142		143		144		145	

Upgrades

Aftermarket, continued

146		147		148		149		150	
151		152		153		154		155	
156		157		158		159		160	
161		162		163		164		165	
166		167		168		169		170	
171		172		173		174		175	
176		177		178		179		180	
181									

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vinyls

37 total

Atomic Cadaver

Designer: Johnny Cross

Style: Cyberpunk Horror

Background: Johnny Cross's post-apocalyptic art mixes Gothic horror with cyberpunk influences.

Description: Skulls, robots, creatures, swords, and laser guns. Technological and Gothic side-by-side. Circuitry, rusty metal, chains, post-apocalyptic horror. Black and red.



Upgrades

vinyls

53 total

Eye Kon

Designer: Anonymous

Style: Street Art

Background: A group of anonymous street artists with no limits to their aggressive graffiti style.

Description: Graffiti treated as art. Great line quality and bold designs. Distorted cartoon characters. Iconic typographic work. Primary colors.



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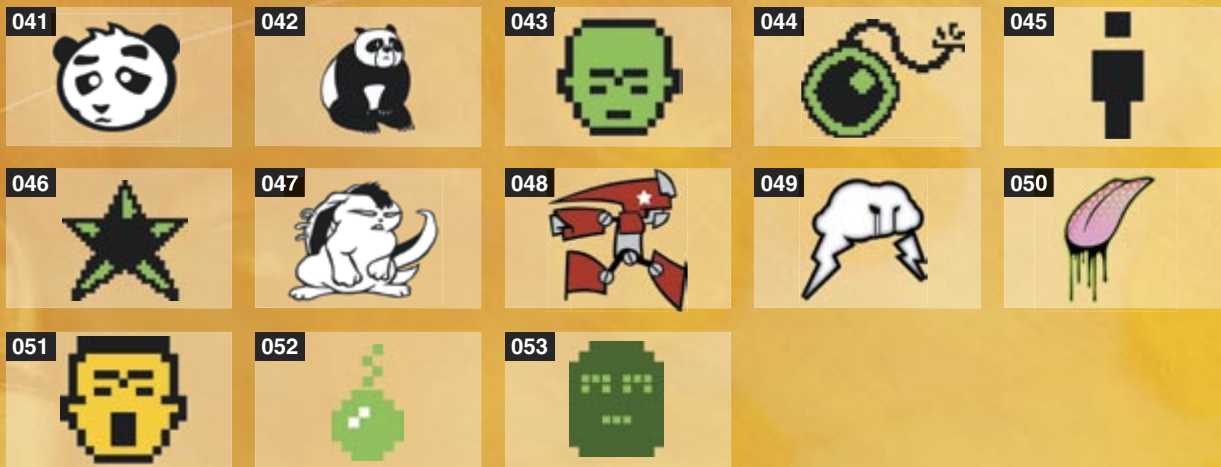
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Upgrades

Eye Con, continued



vinyls

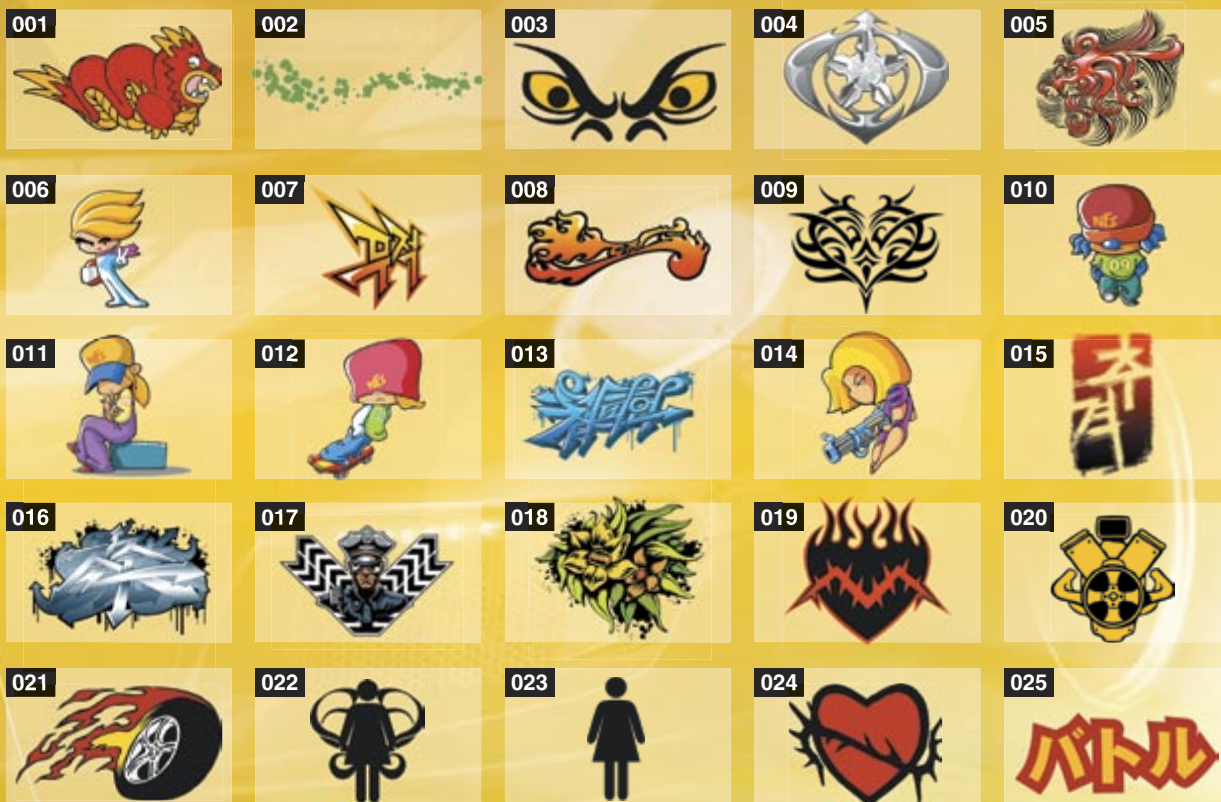
42 total

Chibi's Nest

Designer: Mike Hayu and Otaku Team
Style: Car Japanimation

Background: The favorite studio of the Japanese import scene. High-octane graphics with a manga vibe.

Description: Anime Style, brought to the world of street racing. Japanese script, anime characters, speed lines, colorful designs. Action-driven, busy composition.



Upgrades

Chibi's Nest, continued



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vinyls

| 62 total

Chicane

Designer: Team lead by Andy Whitmore

Style: Street Motographics

Background: The Chicane Team caters to the racing fanatics, infusing classic designs with a modern edge.

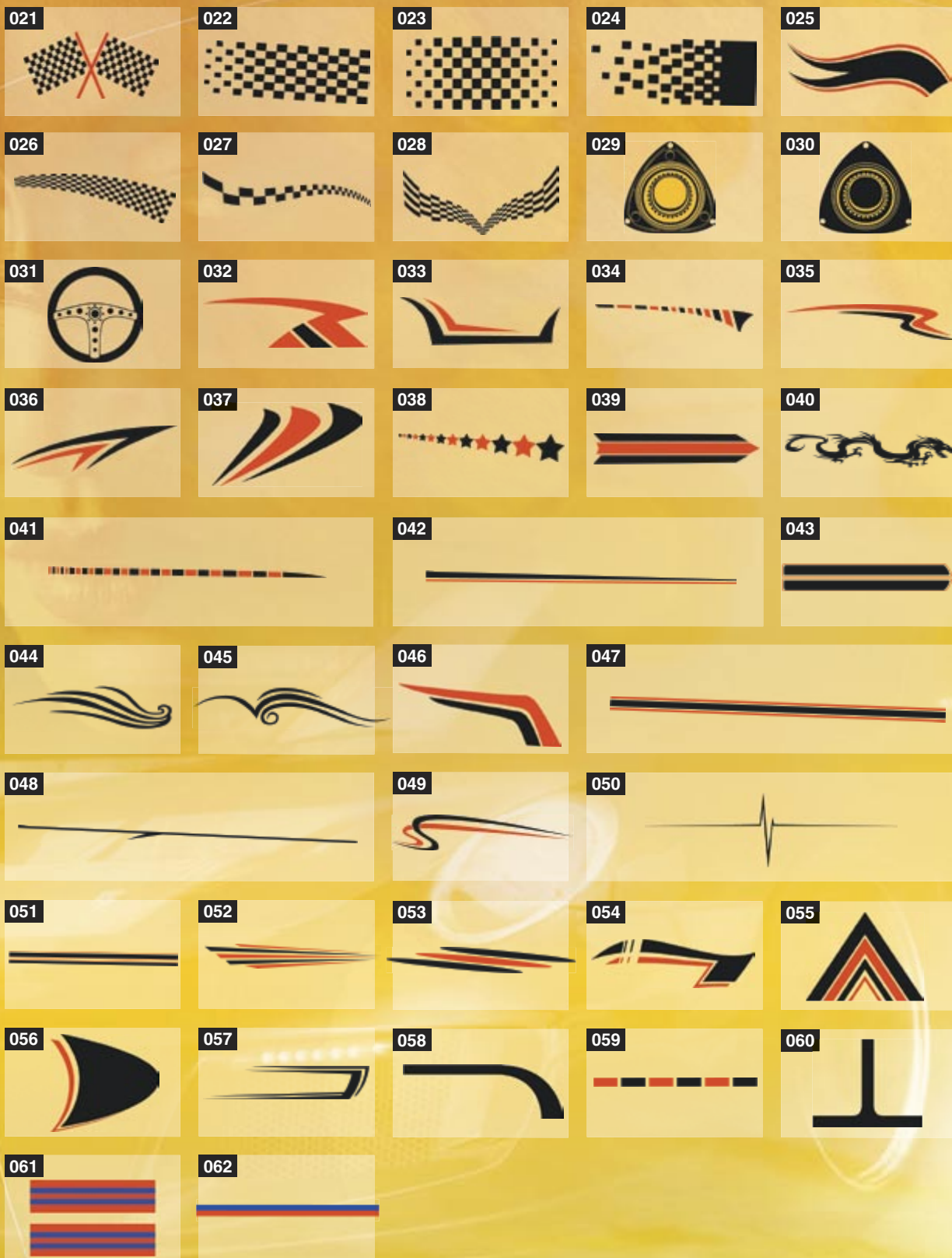
Description: Classic racing designs updated for a more unforgiving urban environment. Stripes, flat graphics, two-tones, but with less color and more discreet.



NEED FOR SPEED UNDERCOVER

Upgrades

Chicane, continued



Upgrades

vinyls

53 total

Grizzly Designs

Designer: Big Bear and Snake Simmons

Style: Hard-core Muscle

Background: Designer duo Big Bear and Snake Simmons reinvent the biker/muscle tradition with a punk-rock attitude.

Description: Traditional muscle motifs with a punk-rock attitude. Flames, barbwire, ripped flags, helmeted skulls. Black on black, matte details.

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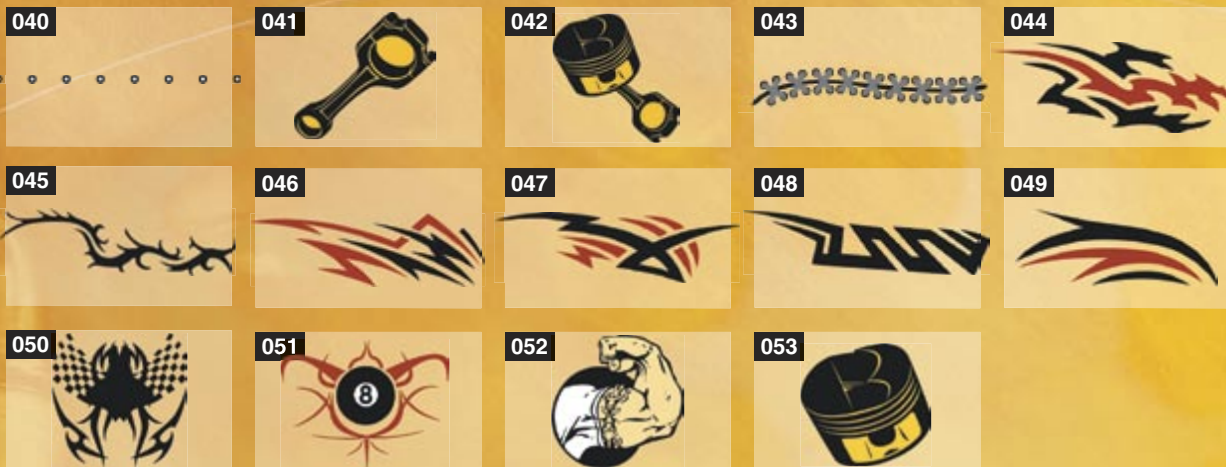
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Grizzly Designs, continued



vinyls

42 total

HiveMynd

Designer: Alex 4D

Style: Back-Alley Guerrilla

Background: In urban warfare, the spray can is your grenade. Guerrilla graphics by Alex 4D.

Description: Urban rebellion. Stencil, camouflage, guns. Anti-police and anti-corporate logos with humorous designs. Symbol mash-up. Black and white, two to three colors max. Homemade, spray drip.



Upgrades

026



027



028



029



030



031



032



033



034



035



036



037



038



039



040



041



042



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vinyls

35 total

Feral

Designer: Joe Hedley and his dog Reefer

Style: Wild Things

Background: This veteran of the auto art industry creates insightful designs inspired by nature.

Description: Tigers, Eagles, Sharks. Predator in general and wildlife-inspired motifs. Claws-and-teeth-ripping metal.



Upgrades

vinyls

| 63 total

Vinyl Cathedral

Designer: Milo Sinclair

Style: Post-Modern Baroque

Background: Designer Milo Sinclair creates classic graphic motifs updated to a 21st century sensibility.

Description: Classic graphic motifs updated to a 21st century street sensibility. Crests, curls, arabesques. Symmetry, few colors.



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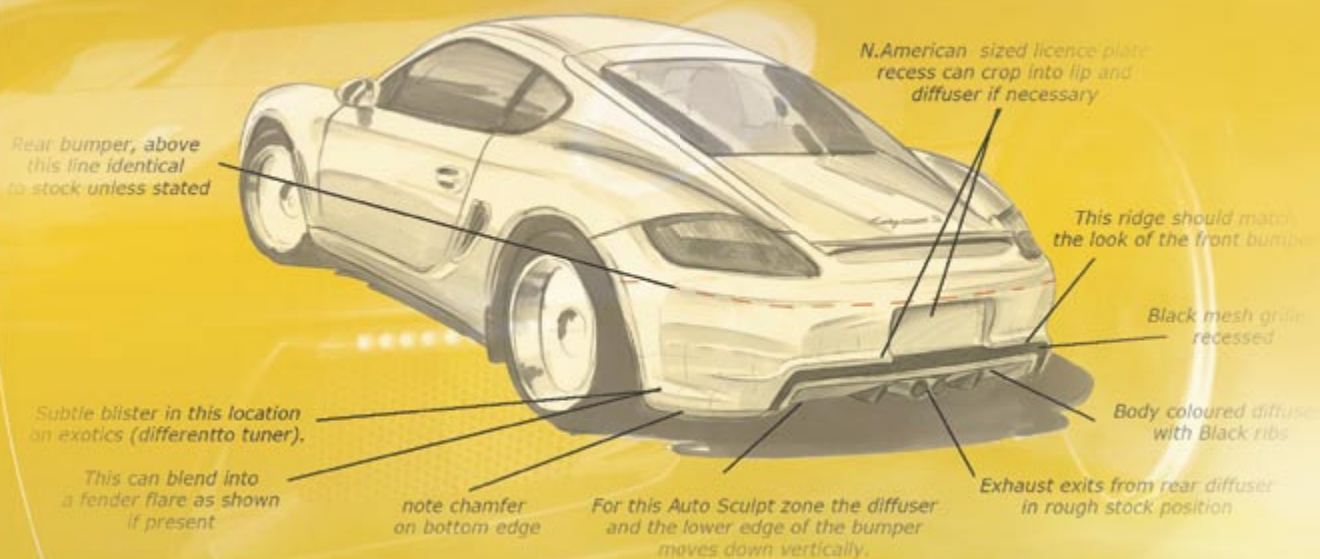
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Vinyl Cathedral, continued



Upgrades

Aftermarket

The Aftermarket menu is where you'll find upgrade parts for body kits, hoods, wheels, spoilers, and performance exhausts. These upgrades add many more options to fully personalize your ride, but even more so with the Autosculpt feature, which allows you to make custom adjustments to various dimensions of your installed aftermarket part. This is undoubtedly where the pride of any racer comes into play most—and you will spend countless hours here fine-tuning your rides for the showcase.

Most cars have a handful of upgrade parts for each category, however in the case of wheels (and spoilers, to a lesser degree) there are hundreds of opulent styles to choose from: BBS, ADR, 5Zigen. The collection of rims alone is enough to keep you shopping for a long while!

Autosculpt

The Autosculpt system really shines. You can take any upgrade part, whether it's a wide-body kit, carbon fiber hood, or a full set of all round "American Racing Razor Six" wheels. After you upgrade to any given part, you have the opportunity to make custom adjustments to between one and five of its dimensions, potentially creating something entirely different from the original. Check out the following photos:



tip

We usually put the zone sliders all the way to the right when adjusting part dimensions, just for that added flair that the larger parts provide the overall aesthetic.

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How to Create Low-Pro Wheels



Enter the All Wheels menu and select the rim style of your choice. Here we chose the RoJa Formula 1s and followed these steps:

Zone 1: Adjusted to 100%

Zone 2: Left at its default level of zero

Zone 3: Adjusted to 100%

Zone 4: Adjusted to 100%

Zone 5: Left at zero

Performance

Use the Performance menu to access three important options: Quick Upgrade, Upgrade Packages, and Tuning. You will most likely use Quick Upgrade and Tuning the most, while the individual Upgrade Packages allow you to increase your car's performance one part at a time, which is helpful when cash is low. Let's have a look at the options.



Upgrades

[Quick Upgrade]

Power and handling; these the two simplest yet crucial factors in car racing, but which will you choose now? Power upgrades increase your car's top speed and acceleration while handling upgrades make your ride more responsive and maneuverable. This is the quick way to upgrade your car, and when the money is available from your winning countless races, this is the best place to spend it. (Assuming, of course, you have already bought your favorite car!)

Choose either Power or Handling categories to enter the Purchase screen. The available comprehensive upgrade packages for your current ride are shown at the top center. Selecting one package or another indicates the subsequent effects on your car's performance. The packages range from Street to Ultimate and they're not available uniformly for each car manufacturer; for example, you won't find a Ford Escort with an Ultimate upgrade package that puts it on par with a Bugatti Veyron. That being said, you also won't see a Street package for the Veyron, as its stock parts are better than most race upgrade parts.

tip

If the bulk Quick Upgrade packages are too pricey right now, use the Upgrade Packages menu to select individual parts and tune your car part by part until you've got more cash to invest.



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[Upgrade Packages]

Purchase individual upgrade parts here, in quality levels that are specific to your current car. Try to make your parts choices based on the "most bang for your buck" idea by looking at the overall effect an upgrade will provide to your car's performance levels. In the long run, using this tactic will help both your event standings and your wallet. The following table outlines the performance benefits granted by each upgrade category.



NEED FOR SPEED UNDERCOVER

UPGRADE PERFORMANCE IMPROVEMENTS

UPGRADE	IMPROVES
Engine	Top Speed and Acceleration
Nitrous Oxide	Acceleration
Forced Induction	Acceleration
Suspension	Handling
Drivetrain	Top Speed and Acceleration
Brakes	Handling
Tires	Handling

Tuning

Tuning is where you can truly tweak your car's upgrades. It should be considered "fine-tuning" because an upgraded car with improved performance will already run very well without being tuned at all. This section is for racers who want to squeeze just that little extra bit out of their car's performance that they can't get from the default settings. Let's have a brief look at the tuning parameters and their characteristics.



note

Tuning is important solely for the fine-tuning to style; it's more of a hard-core function for adjusting personal preferences, or for when the competition is really tight and you need a slight edge. An inexperienced driver with a fully tuned car most likely won't beat a good driver whose same car has the default tuning settings.



Upgrades

Engine

Adjustments between torque and horsepower should have a very specific purpose. To get a jump off the line or rocket out of corners, move the slider toward Torque. If you're aiming for a higher top speed, move the slider toward Horsepower. There are several situations where these adjustments can benefit you:

- » Short tracks with many turns require better acceleration; you may not even have a chance to reach a default top speed anyway.
- » Straight tracks or Highway Battles can benefit greatly from a higher top speed; adjusting for more horsepower supplies the extra juice you need.

tip

Remember, more torque means better acceleration but at a cost of overall top speed.

Suspension

Adjustments between soft and hard suspension stiffness can significantly affect your car's responsiveness as it moves across the road surface. If you want a softer suspension that handles jumps with ease, move the slider toward Soft. Keep in mind that you're making your car more susceptible to pitching and rolling as it turns, which can have adverse affects on overall handling.

Moving the slider toward Stiff makes the car very reactive; handling becomes extremely precise, as it takes less steering input to direct the car. But this comes at a cost as well. Super stiff rides don't react to bumps well and consequently can lose control more easily on rough terrain, but also stiff suspensions don't land well after jumping, so you'll want to keep the tires attached to a stiff suspension on the ground for best results! Here's a few situations where tuning the suspension can benefit you:

- » Soften suspension for fast races over rough terrain; parts of the city have tracks with off-road sections and shortcuts!
- » Stiffen suspension for events that require a high degree of cornering, especially pursuit events where evasion is key and tracks have narrow streets to navigate or obstacles to avoid.

Drivetrain

Deciding between acceleration and top speed is a tough one, as most racers want more of both. The reasoning here is similar to adjusting your engine output for torque or horsepower, and this is a second method to boost and compliment your tuning strategy for the engine. Simply put, adjust engine and drivetrain identically for best results. For maximum acceleration, engine should be fully tuned to the left for torque and the drivetrain fully tuned to the left for acceleration—double your jump off the line. If you're aiming for top speed, adjust the sliders exactly opposite to end up with a noticeably faster car. Here's a few situations:

- » Tune for acceleration to achieve more power out of corners on curvy tracks.
- » On tracks with more straights, adjust for top speed.

tip

Adjust your drivetrain for exactly the same performance balance desired when tuning your engine.

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Tires

If you're the kind of driver who loves to powerslide around corners, loosen up your grip all the way! This adjustment also makes cars that are typically more difficult to drift (FWD, AWD) easier to slide.

For the driver who desires ultimate response, tune for maximum grip. You then have the best response and traction available for split-second adjustments and on-the-dime turn execution. You won't be able to slide as easily, but that doesn't mean you can't use nitrous to powerslide through turns for that added and required extra push. Generally speaking:

- » Loose traction for drifters.
- » High grip for precision drivers.

Nitrous

Tuning your nitrous system pushes the system into custom delivery conditions. Adjust for shorter but stronger bursts to increase acceleration (most dramatically at lower RPMs), which helps achieve nitrous slides, to power out of turns, and gets you off the starting line quicker. If you're in longer races and will be using nitrous in sustained bursts on straights, adjust for duration (but you'll see a smaller overall power boost).

Check out the suggested general tuning setups below, the numerical values match the settings on the tuning slider bars for each tuning category.

SUGGESTED GENERAL TUNING SETUPS		
PARAMETER	DRIFTING/HEROICS	PRECISION/SPRINTING
Engine	0.0	+10.0
Suspension	+10.0	+10.0
Drivetrain	0.0	+10.0
Tires	-10.0	+10.0
Nitrous	-10.0	+10.0

Audi S5



BLACK MESH WITH BLACK SURROUND

KIT LOWER AIR INTAKE, BLENDED INTO STOCK GRILLE

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TRI-CITY BAY POLICE DEPT //////////////

Official Memos



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Tri-City Bay Police Department

Welcome, New Recruits

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.101

Re: Recruitment Initiative

As most of you already know, the latest recruitment process has significantly increased the combined enforcement personnel of the Greater Tri-City Bay (GTCB) area. The importance of increasing the force's numbers is a direct response to growing civic concerns regarding dramatic increases of incidences of grand theft, particularly of both private and public automobiles, and associated rising Cost to State records.

Growing cohesion of and competition between local and international criminal organizations warrants a more streamlined and immediate coordinated response, most especially when dealing with individuals both suspected and known to be involved with such organizations.

Our force is growing, our associated agencies' forces are growing, and the means by which we accomplish our sworn joint enforcement duties are becoming more advanced; more specific information on the new street tactical response teams is found farther into this dossier.

This orientation dossier is secure material, eyes only, and release of material contained herein is subject to department security policy protocol. Breach of department security policy is subject to immediate review by the internal affairs office and cases will be dealt with extreme prejudice and prosecuted to the full extent of the law.

Tip: This dossier is "need to know," just don't ask where we got it...

Study this intel; these are the people you'll be going up against as you go deep undercover.

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Tri-City Bay Police Department

911 Calls

Tri-City Bay Police Department
Internal Memorandum

File No. TCBPD.72.102a

Re: Emergency Response

Note: Listen to your scanner radio for incoming 911 calls to know they're onto you before they even know what they're going to do about you. Be prepared to gun it though; once they spot you, it's hot pursuit time!

The Greater Tri-City Bay area is obviously an incredible expanse of public domain, and even with the recent addition of units, our dispatchers must continue to rely on public input that assists us in ascertaining appropriate enforcement responses. Calls to 911 remain an important source of quality intel on suspected or actual criminal activities in the GTCB and they consist of two main information types:

- **Traffic Accidents:** Units in the area must respond to all calls involving motor vehicle accidents (MVAs).
 - **Property Damage:** Cost to State occurrences initiate responses by available units; destruction of public and private property is considered secondary, however, it remains a significant civic threat.
- The public is constantly on the watch to protect their neighborhoods.

Tip: Check out the Cost to State report—sometimes you'll want to attract attention to yourself to further your cover. What better way to attract attention than to contribute to the PD's two main concerns listed right there?

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Tri-City Bay Police Department

Cost to State Report

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.102b

Re: State Treasury
Department Joint Study

Tip: Did they leave anything out? Typical Treasury Department bureaucrats: \$50 for a dirty couch cushion, \$150 for a Porta Potty?! Use this report as a "what to look for" list when you need to attract the TCBPD's attention; a little property damage never hurt anyone right? This stuff is good to know—every time you need to rack up CTS points, look for the things on this list and smash them to bits!

Feature/Item	CTS Value (\$)
State Infractions	
Ramming a Cop Car	250
Hitting Traffic Car	200
Driving Off-Road	50
Street Racing	500
Reckless Driving	250
Resisting Arrest	300
Speeding	250
Destruction of Public Property	
BBQ	100
Bus Shelter	100
Cardboard Box	30
Sandwich Board Type A	30
Main Casino Sign	500
Chain-link Gate Type A	175
Entry Fence Type A	175
Barrier Causeway Type A	100
Barrier Causeway Type B	100
Construction Sign Type A	125
Construction Barrier	100
Dirty Couch Cushion	50

Feature/Item	CTS Value (\$)
Dirty Couch	50
Dirty Mattress	50
Yard 10 Mark	25
Yard 20 Mark	25
Yard 30 Mark	25
Yard 40 Mark	25
Yard 50 Mark	25
Yard Goal Mark	25
Pylon Type A	50
Fire Box	75
Garbage Bin Type A	75
Garbage Bin Type B	50
Goal Post	500
Fire Hydrant Type A	125
Lawn Chair	50
Plastic Barrel	100
Plastic Barrier Type A	100
Plastic Barrier Type B	100
Mailbox Type A	60
Mailbox Type B	60
Mansion Entry Gate Type A	275

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Feature/Item	CTS Value (\$)
Mansion Entry Gate Type B	275
Mansion Entry Gate Type C	275
Rail Signal	100
Barrel Blue	150
Oil Drum	160
Metal Pillar	250
Cooler	100
Crate Type A	75
Dumpster Causeway Type A	100
Dumpster Causeway Type B	100
Metal pipe	150
Milk Crate	50
Newspaper Box Blue	75
Newspaper Box Red	75
Newspaper Box Yellow	75
Parking Arm	25
Parking Booth	150
Parking Meter	100
Pipe Stand Type A	200
Barricade Plastic Type A	100
Barricade Plastic Type B	100
Cafe Chair	30
Cafe Table	50
Cafe Umbrella	25
Porta Potty	150
Power Line Stand	350
Public Car-Camaro	400
Public Car-CRX	400
Public Car-Sprinter	400

Feature/Item	CTS Value (\$)
Pylon Type B	15
Traffic Cone Type 02	15
Traffic Cone Type 09	15
Pylon Causeway	40
Pylon Type A	40
Sandwich Board Type B	30
Sawhorse	150
Bike Rack	75
Shopping Cart	75
Bus Sign Type A	75
Metal Fence	150
Propane Tank	60
Road Closed Sign	100
Speaker	100
Speed Posting 35	100
Speed Posting 55	100
Speed Posting 75	100
Stop Sign	100
Street Lamp Type A	100
Street Lamp Type B	100
Telephone	100
Tunnel	100
Yield	100
Ticket Booth Type A	175
Traffic Signal	100
Garbage Bag	20
Park Bench	100
Crate Wood Type A	50
Wooden Fence Type A	125
Wood Pallet	50
Picnic Table	100
Wood Walkway	150

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Tri-City Bay Police Department

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Heat Level

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.103

Re: Tracking Suspects via Heat Levels

We've developed a system for tracking suspects and known criminals by attaching a certain "Heat Level" to the vehicles they drive in the city. The system is essentially a priority-based ranking system using Heat Level 1 for lowest priority and advancing up to Heat Level 5 at the highest priority. Before getting into the details of the five specific Heat levels, officers should familiarize themselves with the Heat level concept as a whole.

Because cars are used by individual wheelmen or their associated members, or even stolen by rival gangs, it is the car itself that is assigned the Heat level—not the individual driving—which allows us to track the car on sight without the necessity of confirming its driver. Unfortunately, if police units can't execute an arrest, we have no way of tracking the driver, so we must settle on tracking the car until a successful bust is made.

The Heat Level influences the response by enforcement personnel by doing the following:

- Affecting whether police units will initiate a pursuit on sight,
- Affecting whether police units will initiate pursuit of a speeding vehicle on sight,
- Affecting whether police units will change their ROE from general patrol to full investigation (see TCBPD document File No. TCBPD.72.104 for details on ROE),

Heat Level Progression Summary Table

Parameter	Heat Level 1	Heat Level 2	Heat Level 3	Heat Level 4	Heat Level 5
CTS value for next Heat Level	\$15,000	\$25,000	\$35,000	\$45,000	\$60,000
Chance units engage suspect on sight	0%	25%	50%	75%	100%
Chance units engage speeding suspect	25%	50%	75%	90%	100%

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Tip: To make things simple, check this out:

Heat Level 1—Low threat. You're pretty much left alone.

Heat Level 2—Minimal threat. You might start to see PD showing up at your events.

Heat Level 3—Moderate threat. They're starting to pick you out in a crowd and are discovering about half of your events.

Heat Level 4—High threat. You're a priority target and will be taking evasive action regularly, both on the streets and in events.

Heat Level 5—Maximum threat. All enforcement levels have been alerted, including regular air support. They'll constantly throw everything they have at you as soon as you're spotted, in every pursuit. If you're not ready for this kind of heat, it's time to put the H5 car back in the garage.

The higher your heat, the greater the chance of them hunting for you and chasing you. The Heat Meter is located next to the GPS Minimap and shows your current Heat Level in the current car only. If you enter the Garage, selecting a car displays that car's Heat Level with the Tri-City Bay PD. Use this system to decide when to switch to different cars if the PD is pressuring you too much.

Regardless of Heat Level, you can pretty much expect them to always respond to a 911 call from the public.

Note: We've put their system to the test and the inherent loophole is that you can decrease your car's Heat Level in several ways:

1) Visual upgrades and customization—paint, vinyls, aftermarket parts—they all reduce the attention your ride gets from the authorities.

2) Swap cars—the less often they see a hot car, the less attention it calls. If your ride is too hot, switch to another car that isn't on their radar until the Heat Level of the first car cools off.

3) Lay low—if you can stay out of trouble for a while and not catch their attention, they'll forget about your car while they chase after donuts and coffees.

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Rules of Engagement & Unit Alert Levels

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.104

Re: ROE & Unit Alert Levels

Our enforcement program in the GTCB area is a multi-jurisdictional joint effort with units from all levels, spanning civic police all the way up to federal tactical response teams. To prevent agency miscommunication, an SOP (Standard Operating Procedure) manifest was produced through extensive departmental consultations. The summarized details are presented herein.

There are three unit alert levels, described as follows:

Alert Level 1-Patrol

Alert Level 2-Pursuit

Alert Level 3-Investigate

Patrol:

General patrol routines apply; mobile units will patrol their respective areas until further notice. If vehicles with sufficient Heat Level are observed, units are to initiate pursuit immediately, as opposed to when dispatch provides a 20 on a given suspect for incidences of state infractions, traffic MVAs, or property damage as called in by a public 911.

Pursuit:

While engaged in a pursuit, units must constantly assess two key factors: safety awareness and tactical aggression. Safety awareness directly affects the necessity of calling off pursuits when a suspect has caused a high Cost to State; however calling off a pursuit is only acceptable at low Heat Levels. Units calling off pursuits at higher Heat Levels will be subject to departmental review.

Tactical aggression is the tactics used by units in pursuit and how often those tactics will be employed against the suspect's vehicle. All units have a wide array of tactics at their disposal during pursuits, ranging from passive to very aggressive. If the number of enforcement vehicles in a pursuit is sufficient, more aggressive maneuvers are to be executed against the suspect to achieve a successful arrest.

Investigate:

Units will initiate the investigation alert level after they have lost LOS (Line of Sight) on the suspect. When the suspect

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is attempting to evade enforcement personnel, they will either flee the scene or go into hiding. Dispatch will notify the investigating officers if the suspect is observed leaving the area, otherwise routine patrol sweeps are recommended to attempt to reestablish contact with the party.

General protocol dictates the following:

Lower Heat Level vehicles receive a brief investigation window with few investigating units; investigation at this point is considered low priority.

High Heat Level vehicles receive a progressively longer investigation by many more enforcement personnel, who also have the authorization to call in air support, making it much more difficult for the suspect to evade contact and arrest.

Time is of the essence. If investigating units cannot locate the suspect in a brief window, supervisors consider the pursuit evaded and will advise units to return to general patrol status at that time.

Note: Investigation areas are always centered on the area where you were last seen and the direction you were heading when they lost contact. Listen for them to inform dispatch they lost contact, then switch directions to really confuse them and get out of there.

Caution: Investigating units are actively still looking for you while you're in Cooldown state—be cautious—if the PD spots you during this time, the pursuit is on again.

Tip: You might get off easy at lower Heat Levels and hear the PD call off your pursuit on the radio, but when they see your HS car there's no way you're getting off that easy!

Use your in-car radar as a proximity sensor—it scans police frequencies and the GPS Minimap pulses red to indicate locations of patrolling police vehicles. Gotta love technology!

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Joint Response Teams

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.105



If the
mobile

Civic Police Unit

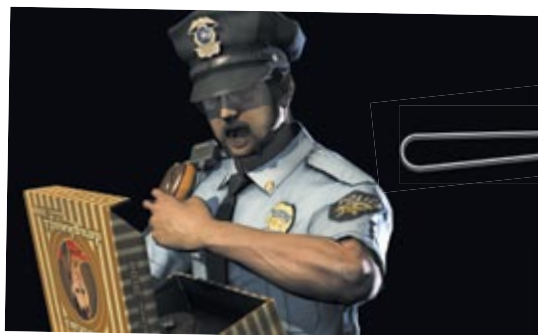


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State Police



Super-State Tactical Response Team



Basic donut-eating cops in sedans: simple tactics, nonaggressive, easy to evade.



More aggressive and enough muscle to back it up. They'll attempt more tactics and finishing (Ramming, P.I.T., etc.) moves.



You'll love these. Pimped Nissan GT-Rs for fast, aggressive, coordinated responses but limited arsenal of tactics (will use roadblocks).

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Tri-City Bay Police Department



Federal Command Pursuit Unit

skilled drivers are well aware of street-legal racing machines.



These are our boys—highly trained, as you know—and equipped to the max with Porsche 911 turbos and the entire tactical handbook, including finishing moves, roadblocks, and spike strips.



SUV (TCBPD K9 "Rhinos")
SWAT Team

execute an arrest, we have no way must settle on tracking the car u



Similar threat level as our Feds, but with civic jurisdiction. Rhinos usually charge on sight with primarily ramming tactics, but they can give chase, too. Big, tough, and very hard to take out.



Helicopter (Fast Air) Units

Due to a significant air support civic budget cutback, "Fast Air" won't engage directly but their line of sight is very difficult to evade. Find a tunnel or overpass to block their view.

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Tri-City Bay Police Department

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Tactical Handbook-Follow

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.107a

Re: Tactics Brief-Follow

Units are authorized to use this basic technique against known criminals or wanted suspects from the onset of a pursuit. The directive is to follow the vehicle to ascertain its destination, inform dispatch of its current 20, and track all state infractions or civic property damage.

Units in pursuit must use their emergency equipment (lights and sirens) and notify the car driver via radio to pull over and stop the vehicle to obtain an arrest.

If the driver does not comply, notify dispatch and additional mobile units will be called in to assist the pursuit.

Because of the more passive nature of this pursuit technique, skilled drivers are well aware of its inherent weakness. Today's street-legal racing machines coupled with drivers that go through private racing schools make our jobs that much more challenging. In light of that, the department is organizing mandatory autocross track training for all mobile unit officers.



Tip: If they're just following you, it's easy to either outrun or outsmart them.

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Tri-City Bay Police Department

Tactical Handbook—Chase (Up Front)

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.107b

Re: Tactics Brief—Chase Up Front

Chase techniques are more aggressive versions of the basic Follow tactic. In this case, units position their vehicles beside and in front of the suspect vehicle to inflict more police presence on the driver while utilizing both visual and audible signals (lights and sirens) to obtain an arrest.

Physical contact with the suspect vehicle is not authorized at this level.

Tip: A quite similar tactic to Follow; again, they won't interfere with you directly so outrun or outgun them.



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Tactical Handbook—Chase (Diagonal)

Tri-City Bay Police Department

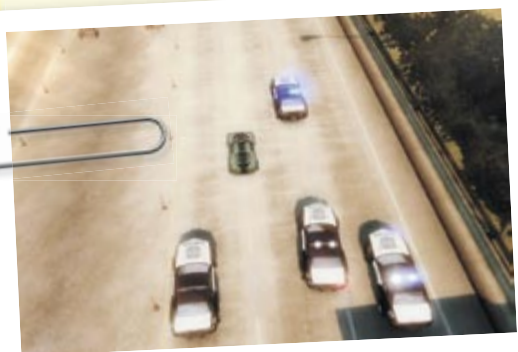
Internal Memorandum

File No. TCBPD.72.107c

Re: Tactics Brief—Chase Diagonal

A variation of the front positioning, the Diagonal iteration positions at least one pursuit unit to the side/rear of the suspect vehicle to prevent evasion by reversing direction. This tactic is again strictly noncontact and is used passively to keep dispatch informed of the situation. Please refrain from engaging directly until given verbal authorization by the duty supervisor as communicated through dispatch at that time. Constant radio contact is mandatory.

Tip: Use the look back function. If you've got units chasing behind, you'll need some fancier heroic driving moves to book out of there than just a simple reverse 180.



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Tri-City Bay Police Department

Tactical Handbook—Chase (Triangle)

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.107d

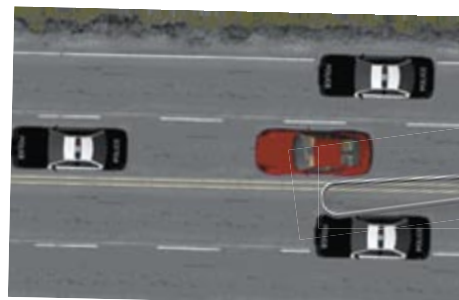
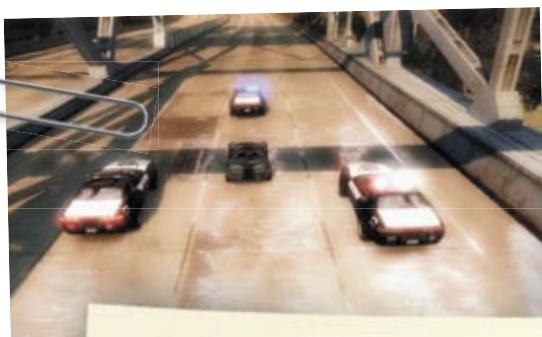
Re: Tactics Brief—Chase Triangle

Another Chase variation, yet two rear units must position themselves on either side of the suspect vehicle. The Triangle prevents lateral movement while compromising strength in the front (and somewhat in the rear) of the formation. Use of this tactic is most effective

against lower performance vehicles; however use of the Triangle is at the discretion of pursuing officers.

Physical contact with the suspect vehicle is not authorized at this level.

Tip: If they're using this tactic, give them something to chase. Power forward out of their formation and leave them in the dust at an upcoming sharp turn.



Tri-City Bay Police Department

Tactical Handbook—Chase (Reverse Triangle)

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.107e

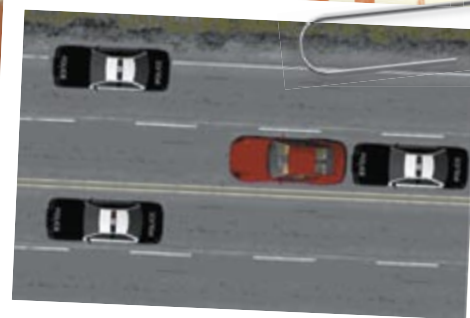
Re: Tactics Brief—Chase Reverse Triangle



The Triangle tactics natural opposite, the Reverse Triangle formation is designed to prevent forward movement of high-performance vehicles and is thus weaker at the back. As with the common Triangle tactic, pursuing officers must use personal discretion when choosing one or the other based on suspect vehicles on a case by case basis.

Physical contact with the suspect vehicle is not authorized at this level.

Tip: Now this is where you bust out your heroics and pull a quick 180.



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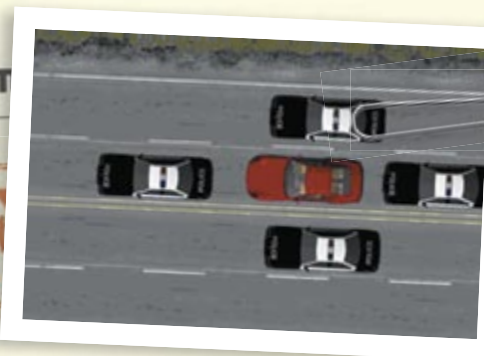
Tactical Handbook—Box

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.107f

Re: Tactics Brief—Box



The Box technique is one of the original police tactics for ending high-speed pursuits; all officers must have attended Advanced Driving course sessions 833.1 and 833.2, and Public Safety sessions 645.9, 645.10, and 645.14 before executing this tactic in civic areas. However, its use is entirely dependant on the number of units currently available to the pursuit, and should be barred unless all positions are covered. A Box can only be effective with

two or more units immediately available and is the most often used technique against high Heat Level suspect vehicles.

Units take positions around the suspect vehicle in an attempt to "box" them in. Once the box formation is properly aligned, units will abruptly decrease speed to end the pursuit.

While the Box technique is often successful, it has weaknesses that skilled racers can bypass. The Box allows units to force a car to slow down *only* if the formation is fully executed with units in all required positions; otherwise the gaps between unit vehicles can be exploited. All units should be cautious of this weakness and prepared to execute the box and immediately clamp down on the racer's car to affect a stop and subsequent arrest.

***Note: All response team units must comply with civic protocols with regard to breaking formation when travelling through city intersections. We have a strict zero-tolerance policy for public MVAs.

Tip: This tactic requires more direct contact—although they're directed not to collide with your car. The inherent weakness here is that the box is difficult for them to pull off—it's like the Cirque du Soleil of advanced driving techniques. If you can get away before the second, third, and fourth cars are in position, they won't have the chance to slow you down.

If you do get "boxed in" and slowed down, don't panic. After the units clamp down on your car, they'll let up in a few seconds. This presents you with an opportunity to push through one of the openings. And remember; use Speedbreaker and always push the lighter rear end of their cars instead of trying to move the heavier end where the engine sits.

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Tri-City Bay Police Department

Tactical Handbook—P.I.T.

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.107g

Re: Tactics Brief—Precision Immobilization Technique

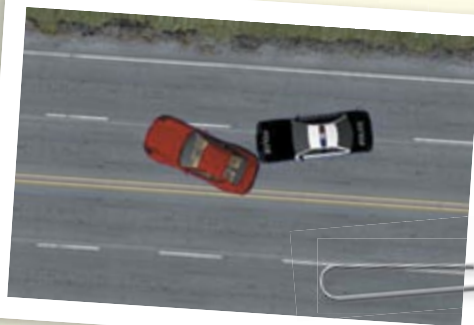
When a pursuit escalates to a dangerous Heat Level, units are authorized to execute the P.I.T. on suspect vehicles. This high-risk but intentional-contact maneuver is designed to force the suspect vehicle to spin out of control and come to a complete stop, whereupon an arrest can be made.

Pursuit units utilizing this tactic must be well versed in high-speed emergency maneuvers. As the P.I.T. requires physical contact between pursuit and suspect vehicles, the officer driving must be able to recover immediately if the technique is not successful upon the first attempt. Note that even successful contact with the fleeing vehicle is enough to cause your own vehicle to lose control and also leaves you in a vulnerable state where an aggressive suspect can counterattack with a P.I.T. of their own, causing your complete loss of control and ultimately a pursuit failure.

All units attempting P.I.T. maneuvers must use the front quarter panel of their vehicles only. Remember that the object of this tactic is to force the suspect vehicle into a spin and not to cause a chain of MVAs.

***Note: All units should differentiate between the P.I.T. and the Ram tactics. Your pursuit vehicles (excluding Rhino units) are not designed to withstand front-end impact damage to the engine.

Tip: Quick reflexes will keep you in control. If the cop doesn't lose control himself and you have the opening, hit him back. His ability to recover from executing his failed P.I.T. is dramatically reduced. Remember their goal is to stop your car by any means and if they have to force a collision with large stationary objects they will. That's why this tactic is so dangerous. If you see the P.I.T. coming, step on your brakes or hit the nitrous to avoid it! If you do get hit, counter steer immediately to lessen the impact and the force of the spin. Worst case—if you do get nailed by a successful PIT, bust out a J-turn to regain control and direction.



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Tri-City Bay Police Department

Tactical Handbook—Rolling Roadblock (Small)

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.107h

Re: Tactics Brief—Rolling Roadblocks V.1

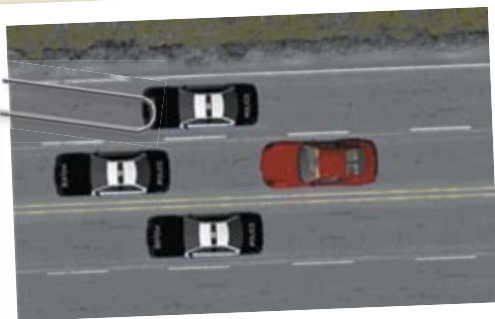
Be advised that all units are required to immediately implement Rolling Roadblocks into their pursuit tactics. A recent internal review has found this tactic is very effective and relatively low-risk, consequently the department wishes to promote its use over more challenging formations.

In this case, when executing a small RR, one or a maximum of two pursuing units should attempt to get abreast in front of the suspect's vehicle. Any more than two cars is considered V.2 (Refer to File No. TCBPD.72.107i). The RR is designed to force a fleeing vehicle to stop and/or prevent forward movement. At times, coordinated Ram tactics can be used from the rear to incapacitate the suspect vehicle.

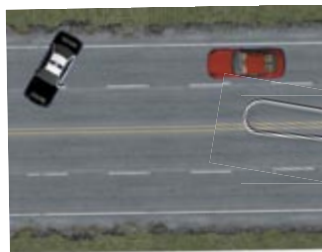
RRs are commonly used in concert with other tactics described previously but, in their own right, have the following advantages:

- Can be used in varying road widths
- Easily slows racer from the front
- Noncontact tactic (ideally)

This tactic is known to be very effective across all jurisdictions, and is also used by the State and Federal pursuit units. In enclosed roadways, the RR is commonly a fail-safe. However, out on the open freeway, skilled suspect drivers can sometimes mislead the formation and elude it entirely by taking erratic turns along lateral roadways. To avoid presenting openings in the formation, all participating RR units should be ready to get into place as soon as the lead car is established.



Tip: They gave it away in their own memo; this tactic is strong in the front but you can back out at any time. Also, keep in mind that if they can't get in front of you, they can't form the block. Make irregular turns through the city to avoid this setup. If you do get stuck as they slow down, use Speedbreaker to ram one of their cars out of the way and create an opening.



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Tactical Handbook—Rolling
Roadblock (Large)

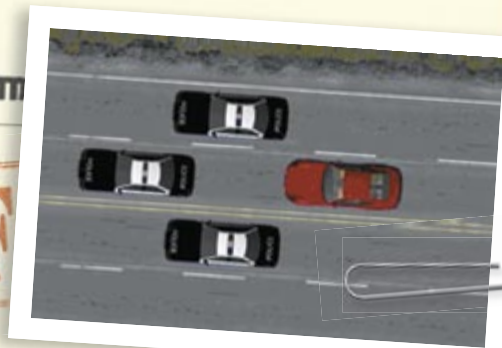
Tri-City Bay Police Department
Internal Memorandum

File No. TCBPD.72.107i

Re: Tactics Brief - Rolling Roadblocks V.2

V.2 of the Rolling Roadblock is a highly coordinated tactic involving three or more pursuit units. The objectives remain the same as the small Rolling Roadblock, but the scale is bigger. It also commonly involves Fast Air units for supervision purposes. The large Rolling Roadblock is used on wider roads or interstate highways, however its use depends entirely on having sufficient enforcement personnel to execute the tactic effectively.

Having additional enforcement vehicles in the formation greatly reduces the chance of suspect evasion in narrow roadways; these tactics can be used on open interstates.



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Tip: If they're getting units into place, you need to take evasive action immediately! This tactic is commonly used with both pursuing units in the rear and air support, so you can't afford to get slowed down. If they're getting ahead of you, wait until you reach an intersection or corner and turn away from the formation. Alternately, you can try all sorts of heroic moves to get away, but be sure to use Speedbreaker to make them more effective.

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Tactical Handbook—Ram

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.107j

Re: Tactics Brief—Front, Side, and Rear Rams

Any way you consider it, the aggressive Ram tactic and its three variations represent the highest level of intentional contact between a police vehicle and a suspect's vehicle. The

objective is to cause a dramatic loss of control and bring a dangerous pursuit to a quick end result.

Pursuing vehicles can perform the tactic from the front, side, or rear, depending only on the position of their approach. The Ram can be executed at any speed or in most any scenario.

This is a hit or miss situation - there is no partial success when using such high-risk maneuvers. Because of the risk involved, and the possibility of suspect evasion in the event the Ram fails, this tactic should ideally be executed in the presence of other pursuing vehicles that are free to continue the pursuit.

Tip: These tactics are pure intimidation. Activate Speedbreaker quickly to avoid the Ram if you see it coming, or to gain traction after you've been hit to improve your recovery.

Note: The Side Ram is the easiest version of this tactic to recovery from due to its poor success rate and low force of impact. However, the Head-on Front Ram is a very dramatic collision that can be extremely difficult to recover from, especially if you've just been charged by a SUV Rhino unit. If you do get nailed, a quick J-turn may just keep you from being busted.



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Tactical Handbook—Stationary Roadblocks

Tri-City Bay Police Department

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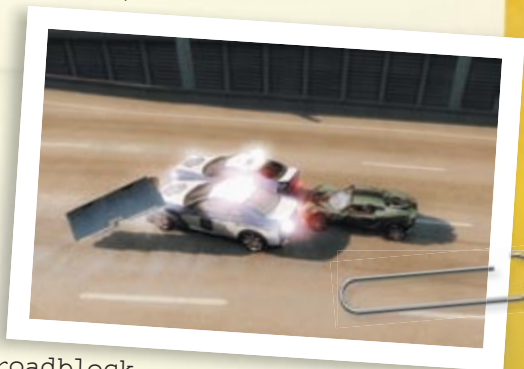
File No. TCBPD.72.107k

Re: Tactics Brief—Stationary Roadblocks (V.1 & V.2)

Constant communication with dispatch is necessary to set up Stationary Roadblocks ahead of the suspect's direction of travel. Stationary roadblocks generally come in three formations: in simple terms, small, medium, and large. All three iterations are variations on the same theme: Units position themselves across the roadway to create a strong stationary obstacle. If suspects break through the roadblock, units must leave formation and pursue.

When considering the use of a stationary roadblock, supervisors determine suitability by considering:

- 1) The width of the road ahead,
- 2) How many officers are available to create the roadblock,
- 3) Positioning ahead of the suspect in a location that isn't easily avoidable (i.e., before a branch in the road network),
- 4) Positioning at the exit from a confined area (i.e., highway off-ramp, golf course, etc.),
- 5) Pursuit intel available from officers on the ground, in the air, and quality relay through dispatch,
- 6) Heat Level to warrant application of spike strips.



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If the PD are herding you into a roadblock, you'll have to make a quick decision. Either blast through an opening (or make your own opening) with Speedbreaker or quickly change direction. If you choose the former, luring the pursuing PD into crashing through the roadblock is a good way to take at least a few of them out and get them off your six.

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Caution: P.S. The larger the roadblock, the more units there are to create a second row and bolster the roadblock's integrity. Look for single rows of cars to break through the line. A combination of the added mass from Speedbreaker and speed boost from nitrous oxide makes for an excellent battering ram!

Department of Justice



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Caution: If roadblocks are used with spike strips you'd better be on your toes—and your Speedbreaker—to avoid puncturing your tires and promptly being busted! Avoid spike strips at all costs! Spike strips are usually placed where they are the least visible. If you see some oddly parked police vehicles ahead, use Speedbreaker to quickly check the areas next to or between the cars to confirm if an SS is being used.

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10 Codes

Tri-City Bay Police Department

Internal Memorandum

File No. TCBPD.72.109

Re: Updated TCBPD Radio Protocols

Code/Interpretation

10-1	Receiving Poorly	10-26	Going for fuel
10-2	Receiving Well	10-27	I Am Moving To Channel _ _ _ _ _
10-3	Stop Transmitting	10-28	Identify Your Station
10-4	OK, Message Received	10-29	Run for Wants and Warrants
10-5	Relay Message	10-32	Wanted Suspect
10-6	Responding from a distance	10-33	Emergency, officer needs assistance
10-7	Detailed, Out of Service	10-35	Confidential Information
10-8	In Service	10-36	Police unit Traffic Collision
10-9	Repeat Message	10-37	Request Wrecker
10-10	Negative, Standng By	10-38	Request Ambulance
10-11	Talking Too Rapidly	10-39	PIT Maneuver
10-12	Visitors Present	10-41	Self PIT
10-13	Advise Weather/Road Conditions	10-42	Traffic Accident
10-16	Make Pickup At _ _ _ _ _	10-43	Traffic Tie-up
10-17	Urgent Business	10-44	Request Rhino
10-18	Anything For Us?	10-45	Ram suspect (front/rear/ side)
10-19	Nothing For You, Rtrn To Base	10-50	Hit & Run
10-20	My Location Is _ _ _ _ _	10-59	Herding
10-21	Call By Landline	10-60	What Is Next Message Number?
10-22	Report In Person To _ _ _ _ _	10-62	Unable To Copy, Use Landline
10-23	On scene	10-63	Offset
10-24	Completed Last Assignment	10-65	Vehicle Box-In
10-25	Out of Service	10-67	Spike Strip

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10-70 Request Fire Dept
10-71 Request Air Support
10-73 Roadblock
10-75 Rolling Roadblock
10-77 Negative Contact
10-81 Speed Trap At _ _ _ _ _
10-82 Rolling Chicane
10-83 Set up Quadrant
10-85 Need Additional Unit
10-87 Vehicle/Suspect Pursuit
10-93 Check My Frequency On This Channel
10-96 Traffic Stop
10-100 5-Min. Brk, commonly food/restroom

Jenna 5-9 - Helicopter
Fast Air - Helicopter
Air 5-9 - Helicopter
Rhino - SUV
Code 1 Situation Under control
Code 2 ASAP no lights or sirens
Code 3 Lights and sirens
Code 4 Suspect under Arrest
Code 6 High Risk Racer
Code 10 Confidential Information
MHA Mental Health Act

PDT Portable Data Transmitter/Terminal
DUI Driving under the influence
51-50 Possible Mental Person
MVA Motor vehicle Accident
PC Police Car/Cruiser
NCIC - National Criminal Information Centre (FBI)
Bus - Ambulance (NYPD)
Wrecker - Tow truck
Assault PO - Assault Police Officer
28/29 - run the suspect for wants and warrants
Positive hit - after running the suspect on a 28/29, officer has a positive hit showing information on file (i.e. - suspect has a criminal record)
EMS - Emergency Medical Services
HAZMAT - Hazardous materials unit
ACCI - accident investigator
GD - general duty
TAC - tactical radio channel

Legend

Blue = current tactic

Red = requested tactic

Black = informational/other

Tip: Pay close attention to your radio, the PD doesn't know you're listening in with a figurative Rosetta Stone of their own radio codes. If you hear them calling for a particular tactic to use against you, the early warning can be the difference between evasion and time in the slammer!

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Pursuit Evasion

Tri-City Bay Police Department

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File No. TCBPD.72.108

Re: Pursuit Breakers and Hiding Spots

Pursuit Breakers

The GTCB area is undergoing a major development phase thanks to recent economic initiatives in the state. As such, construction and upgrade projects abound, leaving obstacles in and around the streets that can pose immediate and serious threats to public safety. Affectionately known by civic personnel as "pursuit breakers," if these obstacles are triggered during a pursuit, officers in the immediate area must respond to ensure that potential threats to the public safety are completely mitigated.

Pursuit breakers, or PBs, are effectively pursuit deal breakers; under no circumstances is an officer who witnesses the triggering of a PB to continue pursuit. If there are additional pursuing units already engaged who did not witness the triggering of the PB or were not inside the emergency area of effect when it was triggered, they are free to continue the pursuit.

The TCBPD has taken brief stock of PBs in the city and the hazards are numerous: gas stations, water towers, large signs, construction scaffolding, dry-docked boats, cranes, stacked piping, and suspended interstate sections, to name but a few. Each location is marked on-site with a PB sign for immediate hazard recognition, however, most suspects also know this and will attempt to use them against pursuing officers.



Tip: Try to have as many Police units as possible right behind you when you trigger a Pursuit Breaker to have the maximum effect. They must be within the immediate PB area to be affected by its emergency radius.

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Hiding Spots

The GTCB area is a large tract of land, and with finite resources we can't cover every square inch of the civic area. Suspects who evade pursuing officers they have only two courses of action: leave the area to avoid reinitiating a pursuit, or find somewhere to conceal their presence from investigating police units.



Hiding spots can consist of anything from a blind driveway, to an underground parking lot, to a dead-end overpass. Anywhere that almost completely obscures the line of sight from the surrounding area and provides concealment from patrolling officers will do.

Unfortunately, many suspects know of multiple areas around the Bay in which to conceal their vehicles during pursuits. We know of some of them, by many remain

undocumented. As such, we shall continue to rely on good old-fashioned investigative techniques and patrol grids to reestablish contact with the suspect.



Fed

Tip: We've programmed your GPS unit with all of the local PBs and hiding spots. When you need them, refer to the map and they won't let you down. We'll have to send the PD a thank you note for pointing out many of these locations.

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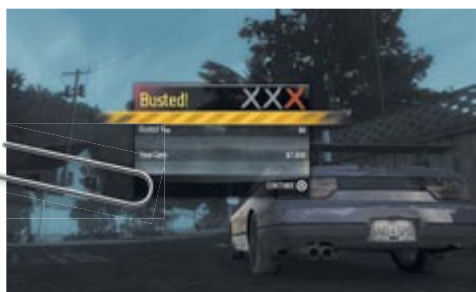
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A Few Side Notes

Busted/Impound

Crime pays, but getting busted costs cold hard cash. If a police pursuit ends in a bust, your ride gets an Impound Strike and you get stuck paying a fine. If you rack up three Impound Strikes on any one car, that ride is impounded for good. Check into the Garage to switch cars before you go back to work on the streets. Keep your car's Heat Level low to keep it on the road.



Game Over

If you run out of cars, it's time for early retirement.

When your last ride gets impounded, you have one final chance at redemption. Dig into that piggy bank and hope you have enough to buy a new set of wheels. The bureau can't

extend your budget so you're on your own. If you lose your last car and can't acquire another, your undercover career is blown and you're heading for early retirement from the FBI.

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EXPLORING TRI-CITY BAY //

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Exploring Tri-City Bay

The Tri-City Bay area has a lot to offer the adventurous and thorough explorer. Spend some quality time getting to know the city; this will pay off huge dividends when you need to know where to go fast! None of the local enforcement agencies are involved in your cover story, so you're on your own. In the process of building your rep as a wheelman, the infractions you commit and pursuits you engage in are as real as they get. The various levels of enforcement officers will not pull their punches when attempting a bust, so you'd better be ready to either outrun or outgun them.

While out and about exploring the city, you can mix it up with the local authorities and be rewarded with points, but as with most of the point systems in the game, the best numbers you'll see are those achieved only during actual Race or Wanted Events, where the systems are working that much harder tracking your points. All in all, put a lot of effort into your events but don't spend too much time free-roaming the city hoping to score big points elsewhere.

note

If you need to get across town fast, don't drive! Teleport! To teleport to an area of the city, select an event near where you want to go. Launch the event and when it begins, quit the event. You're dropped out into free roam mode at the starting point of the race.

Excel at One Driving Style

If you already know what your driving style is, you can skip this section, however, it does offer some expert tuning advice that plays off details in previous chapters. There are three very general driving styles that you can excel in: Drifting, Safety, and Performance Handling. These are based on your style combined with the performance characteristics of your car and if you follow these guidelines, you can fine tune your driving in a way that yields the best career results overall.

For the Drifter: Set your engine toward Torque and drivetrain toward Acceleration, as you will need this boost to break traction when trying to drift. Also move your suspension more toward the Stiffside, as this will give you the precision to line up your drifts, while the stiffness actually helps initiate the traction loss. Set your tires all the way Loose to allow for even longer, smoother drifts.

tip

For Drifters we recommend: RWD cars from any class.

For the Safety Driver: If you want to play it safe and never lose grip this is for you. For a tight and safe ride, set your engine and drivetrain toward Horsepower and Top Speed. This alleviates the worries of losing traction coming out of the corners. Set your suspension slightly toward Stiff and max out your tires to full Grip to compensate. You will then have a precise ride that will not lose too much traction.

tip

For Safety Drivers we recommend: FWD cars from any class.

Performance Handling: Tune slightly toward Torque and Acceleration but be careful of wheel spin; you'll have to adjust your settings for each car to get the right balance. The best high-performance drivers compensate and feather the throttle coming out of corners to max out their corner exit speeds. Set your suspension toward Stiff but not too far, as it will make it harsh when landing jumps or going over bumps. Set your tires to full traction to carry maximum corner speeds.

tip

For the Performance Handler we recommend: highly tuned AWD (or 4WD) from the tuner, super or exotic classes.

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Wheelman Levels

Increasing your Wheelman Level builds your reputation in the Tri-City Bay underground, and advances your career by allowing you to go deeper undercover. As your Wheelman Level increases, your notoriety grows everywhere. You'll become known as the best wheelman, racer, and overall driver in the Tri-City Bay. As you go deeper undercover, new events at higher Wheelman Levels open up and you get access to the best gear in town.

The events unlocked by increasing Wheelman Levels are particular to that level, however you may not need to complete all the events to advance. Only Jobs are absolutely required to advance the story; the race events themselves are numerous enough that you can pick and choose which ones you want to participate in. You only need to gain enough points to increase your Wheelman Level to unlock the next level's events. Hard-core players, and those who want the Achievements, will strive to Dominate every single race event in career mode, with no exceptions.

note

The colored bars underneath your Wheelman Level shield icon in the GPS Map show how close you are to achieving your next Wheelman Level.

WHEELMAN LEVEL SUMMARY

LEVEL	XP	REWARD
2	20k	+5% Transmission Boost
3	50k	+5% Suspension Bonus
4	120k	+50% Zone Point Boost
5	200k	+5% Forced Induction Boost
6	330k	+5% Brake Boost
7	480k	+5% Nitrous Boost
8	640k	+5% Engine Boost
9	850k	+5% Tires Boost
10	1,080k	-10% Parts Discount
11	1,350k	+5% Transmission Boost
12	1,650k	+5% Suspension Bonus
13	2,080k	+50% Zone Boost
14	2,600k	+5% Forced Induction Boost
15	3,200k	+5% Brake Boost
16	3,500k	+5% Nitrous Boost
17	3,800k	+5% Engine Boost
18	4,200k	+5% Tires Boost

Zone Points

Successfully complete various actions and heroic driving maneuvers without collisions to stay "In the Zone" and watch the points rack up. Keep an eye on the In the Zone Meter on the right side of your HUD; each time you bust out the big moves, the meter rises. If you can keep the meter filling and reaching higher multiplier levels the Zone Points awarded at the end of an event can be very impressive! Obviously, you could play it safe and accumulate Zone Points very slowly, but what fun is that? Just make sure you've got ample room around your car to play hero; for example, wide roads and intersections with no traffic. No risk, no reward! Let the world fall away ... tunnel vision.... It's just you and the road.

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ZONE POINT SUMMARY

ZONE POINT ACTION	DESCRIPTION	POINTS AWARDED
Air Time	Taking jumps or when all 4 tires are off the ground	100 pts/sec
Burnout	Stationary burnout	50 pts/sec
Clean Section	Awarded when you drive over 100 mph for 10 seconds without hitting any cars, walls or smackables	100 pts
Close Call	Narrowly missing an oncoming traffic car	60 pts
Cop Takeout	Disabling a police vehicle	150 pts
Drafting	Following a traffic or opponent vehicle at a close proximity without hitting the vehicle	20 pts/sec
Drifting	When the rear tires are spinning faster than the front tires, usually while taking a turn, and the rear of the car is offset from the front of the car	50 pts/sec
Grinding	When the side of your car is in physical contact with the side of a police or opponent vehicle for more than 2 seconds	30 pts
Near Miss	Narrowly missing a car driving in the same direction as the player	40 pts
NOS Drifting	Same as drifting except while using nitrous oxide.	30 pts/sec
Position Change - 7th Place	Taking 7th place in a race; only awarded once per race	50 pts
Position Change - 6th Place	Taking 6th place in a race; only awarded once per race	50 pts
Position Change - 5th Place	Taking 5th place in a race; only awarded once per race	50 pts
Position Change - 4th Place	Taking 4th place in a race; only awarded once per race	50 pts
Position Change - 3rd Place	Taking 3rd place in a race; only awarded once per race	50 pts
Position Change - 2nd Place	Taking 2nd place in a race; only awarded once per race	50 pts
Position Change - 1st Place	Taking 1st place in a race; only awarded once per race	50 pts
Powerslide	A 4-tires slide. Usually while taking a corner.	30 pts/sec
Pursuit Breaker	Hitting/triggering a pursuit breaker	50 pts
Rubout	Awarded when the player grinds a police or opponent vehicle and forces them into a wall or traffic/opponent vehicle	100 pts
Top Speed	Reaching the vehicle's top speed (performance upgrades are taken into account)	75 pts
Trade Paint	Colliding with an opponent or traffic vehicle	10 pts
180 Turn	Performing a 180 turn	70 pts
Burnout 180	Performing a 180 turn while doing a burnout	60 pts
360 Turn	Performing a 360 turn	150 pts
Burnout 360	Performing a 360 turn while doing a burnout	70 pts
540 Turn	Performing a 540 turn	200 pts
720 Turn	Performing a 720 turn	300 pts
Reverse 180 Turn	Performing a 180 turn while driving in reverse	80 pts
Reverse 180 Burnout	Performing a 180 turn while doing a reverse burnout	70 pts
Reverse 360	Performing a 360 turn while driving in reverse	150 pts
Reverse 360 Burnout	Performing a 360 turn while doing a reverse burnout	70 pts
Reverse 540	Performing a 540 turn while driving in reverse	200 pts
Reverse 720	Performing a 720 turn while driving in reverse	300 pts
Win Race	Awarded when the player wins or comes in 1st place in a race/event	100 pts

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tip

Use easy actions to achieve a high In the Zone multiplier, then bust out a big normal or reverse 720 during a race and watch the Zone Points pile up!

note

Sometimes, just racing a perfectly clean long race can be enough to accumulate high Zone Points.

Driver Skills

There are two ways to earn Driver Skills: by Dominating your career events, or by raising your wheelman level. A race is considered Dominated when you not only come in first (whenever applicable), but you also beat that event's record time. The more events you Dominate, the higher your skills will rise. Driver Skills are bonuses on top of your car's performance upgrades, tuning tweaks, and Wheelman Level bonuses, and in this city, every small edge helps. If you've got a Bugatti on your left and a GT on your right, Driver Skills may be the only thing that can save you. Whoever said winning isn't everything was right. Domination is everything!

DRIVER SKILLS SUMMARY

DRIVER SKILLS	MAX	DESCRIPTION
Engine	25%	Allows you to tune your engine beyond its normal limits. Improves your car's acceleration and top speed.
Transmission	25%	Allows you to improve the performance from your car's transmission, increasing its top speed and acceleration.
Nitrous	25%	Amps up the power and torque that you receive when using nitrous.
Forced Induction	25%	Gives you greater performance from your car's forced air induction system, increasing its acceleration and top speed.
Suspension	25%	Improves your car's suspension and handling.
Brakes	25%	Allows you to specially tune your brakes and increase your car's handling.
Tires	25%	Allows additional tuning of your tire traction system to improve your car's handling.
Earnings Bonus	75%	Increases your cash earnings that you receive from all races and Jobs.
Parts Discount	-50%	Reduces the cost of buying car parts through special underground connections that you develop on the street.
Zone Bonus	280%	Dramatically increases the Zone Points that you receive from each successfully completed heroic driving maneuver (no crashes allowed).

note

Driver Skill rewards are gained by Dominating your race events, or by raising your wheelman level.

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Pink Slips

On rare occasions while racing in the Tri-City Bay, you will have opportunities to win five Pink Slips from rivals, which means you win the car they brought to the event. Consider these cars free additions to your career garage; you're free to do what you want with them. Even if you don't end up using or sinking any cash into their upgrades, they are essentially get-out-of-jail-free cars. If you're busted and lose your "last" good or favorite vehicle, the Pink Slips you've won may just have a purpose after all. In that case, break out one of the freebies, put some money into it, and hit the streets!

Master Events

Master Events are the hardest Race Events and Wanted Events you'll face in your entire career. If you truly have the skills, show it on the street by completing these events. They're the same types you're used to, only you're racing against drivers who have the best available rides, parts, and tuning for your current Wheelman Level. Don't worry, you won't be pitted against a Bugatti when you're driving a Volkswagen, but it will take investing some time and money into your ride to put it on par with the competition. Just get the best you can for your level and work on tuning your car to the point where it performs exactly the way you like it.

note

Dominating Master Events earn you Xbox Live Achievements as listed in the Appendices.

Jobs

Completing Jobs for the various underground factions in the Tri-City Bay is the only way to progress your cover story. It doesn't matter what order you complete Race Events in if you're finishing all the races before doing the Jobs; but, the time will come when there is only a Job left that you must complete before the story continues (and more Race Events are unlocked). If you're a hard-core completionist, finish and Dominate all the available Races and Wanted Events first; then go work on completing the Jobs and advancing the cover story. This strategy ensures several things:

- » You'll have enough practice at the current level before moving on,
- » You'll have the best car and enough cash for your level to use to keep Dominating events,
- » You'll earn all the career-related Achievements,
- » You'll be at the highest possible Wheelman Level when facing new challenges,
- » Overall, it gives you a higher event success rate.

While many jobs are race events that you're already familiar with, there are some mini-events that are unique to certain jobs. Refer to "The Basics" chapter for general racing strategies, and the "All-Points-Bulletin" chapter for tips on evading police. Here's a summary of what you can expect:

JOB TYPES	DESCRIPTION
Pursuits	The authorities are onto you; don't blow your cover.
Thugs	Thugs are on the loose in the city, interfering with your undercover career.
Boss Events	Take down a Boss's vehicle.
Deliveries	Steal a car and get it to the chop shop.

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FBI Classified Profiles and Suspect Records

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Federal Bureau of Investigation

From: Tri-City Bay Police department Personnel Files

Name: **Jack M. Keller**

Rank: Lieutenant

DOB: 04/21/55

Status: Active

Investigative Areas: Vice/Stolen Vehicles/
Organized Crime

Associated Partners: DEA, FBI, Sheriff's,
State Police

Commendations:

- Tri-City Distinguished Service Citation
- Community Policing Citation
- Mayor's Citation
- Police Medal of Valor
- Police Combat Cross

Violations & Internal Issues:

- Excessive force upon suspects in custody (4 counts)
- Improper use of firearm
- Internal departmental complaints (11 counts)
- Promotion freeze (Sergeant—3 years)
- Promotion freeze (Lieutenant—ongoing)

Skills:

- Marksmanship level—Gold
- Interrogation level—High
- Distinguished and extensive military service (Marine Corps. Recon)
- Investigative procedure capabilities—High



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Federal Bureau of Investigation

From: Federal Bureau of Investigations Personnel Database

Name: **Chase Linh**

Rank: Special Agent

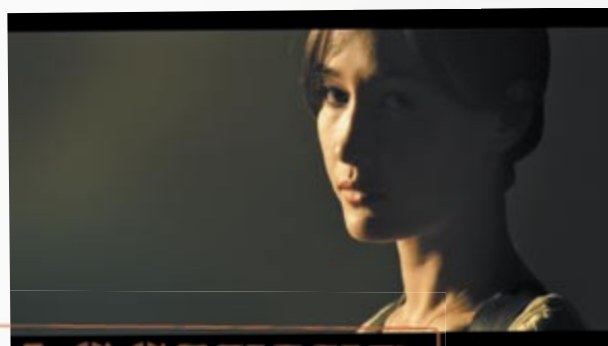
DOB: 12/19/76

Clearance: 'Bravo' Classified

Status: Active/solo

Current OP: "Alpha" Classified clearance needed

Associated Partners: Interpol, CSIS, MI5, CIA, DEA

**Commendations:**

- 3x Letter of Commendation
- FBI Shield of Bravery
- FBI Medal for Meritorious Achievement

CLASSIFIED**Violations & Internal Issues:**

- Striking a superior field officer
- Exceeding operational parameters
- Over-utilizing agency field resources
- Disrupting/ignoring established professional courtesies with regional authorities

Skills:

- Marksmanship level—Gold
- Interrogation level—High
- Counterterrorism
- Crisis negotiation
- International relations/studies
- Unarmed combat
- Defensive/Pursuit/Swift Driving Skills

Known Vehicle

Make	Model	Year	Class	Tier	Aspiration	XP	Torque (LB-FT)	Redline	Max RPM	Drive Type	Top Speed (MPH)
BMW	M6	2008	Exotic	3	N/A	880	545	9,250	10,250	Rear Wheel	216



Undercover

Department of Justice



Federal Bureau of Investigation

From: Federal Bureau of Investigations Persons of Interest Database

Name: **Brad "Nickel" Rogers**

DOB: 04/29/81

Nicknames/Aliases: Hard KO, Boy-D

Last Know Location: Sunset hills

Known Acquaintances: Gregory "GMAC"
MacDonald, Rose Largo

Offenses:

- Grand theft auto 3 counts
- Armed robbery 1 count
- Excessive speeding 5 counts
- Assault and battery 3 counts
- Resisting arrest 1 count
- Assault of a police officer 2 counts

Comments:

- 5-year sentence served (Tri-City Federal Penitentiary)
- Former boxer, amateur Golden Gloves
- Overly aggressive, known for engaging in physical violence
- Driver's license revoked (permanently)
- Known enforcer for Gregory (GMAC) Macdonald (see file#001215)

TRI-CITY POLICE DEPARTMENT **CRIMINAL DATABASE**

SEARCH [Q]

BRAD ROGERS "NICKEL"

RECORD FILE: 46758423

TRI-CITY CRIMINAL RECORDS: 66, 63, 60, 57

SURNAME: Rogers
FIRST NAME: Brad
DATE OF BIRTH: 01/29/1981
SSN: 138 223 851

ALIAS: Nickel

ADDRESS: N/A
Sunset Hills, Tri-City

ACQUAINTANCES: Gregory "GMAC" Macdonald, Rose Largo

OFFENSES: Grand theft auto x3 counts, Armed robbery, Excessive Speeding x5 counts, Assault of a Police Officer

FINGERPRINT IDENTIFICATION: [Fingerprint Image]

SURVEILLANCE PHOTO: [Surveillance Photo]



Known Vehicle

Make	Model	Year	Class	Tier	Aspiration	XP	Torque (LB-FT)	Redline	Max RPM	Drive Type	Top Speed (MPH)
Dodge	Viper SRT10	2006	Sport	3	N/A	510	525	6,000	7,000	Rear Wheel	190



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Department of Justice



Federal Bureau of Investigation

Name: **Rose Largo**

DOB: 03/21/83

Nicknames/Aliases: Ally Kaner, Lady Gray

Last Known Location: Sunset Hills

Known Acquaintances: Gregory "GMAC" Macdonald, Brad "Nickel" Rogers, Rachel Teller

Offenses:

- Fraud 9 counts
- Embezzlement 4 counts
- Confidence scheme 3 counts
- Excessive speeding 8 counts
- Reckless driving 2 counts

Comments:

- Above average IQ
- Stanford University graduate (with honors)
- Firm grasp of law, was legal counsel for herself on multiple occasions
- Suspected of running multiple/ongoing confidence schemes (real estate/investments)
- Known associate/advisor for Gregory "GMAC" Macdonald (see file#001215)

TRI-CITY POLICE DEPARTMENT

ROSE LARGO "ALLY KANER"

RECORDING FILE: 46587423

TRICITY CRIMINAL RECORDS

SURNAME: Largo
FIRST NAME: Rose
DATE OF BIRTH: 11/23/1972
SSN: 234 573 856

ALIASES:
Ally Kaner
Lady Gray

ADDRESSES:
Sunset Hills, Tri-City

ACQUAINTANCES:
Gregory "GMAC" Macdonald
Brad "Nickel" Rogers
Rachel Teller

OFFENSES:
- Fraud 9 counts
- Embezzlement 4 counts
- Excessive speeding 8 counts
- Reckless driving 2 counts

COMMENTS:
- Above average IQ
- Stanford University graduate
- Firm grasp of law, was legal counsel

CLASSIFIED

**Known Vehicle**

Make	Model	Year	Class	Tier	Aspiration	HP	Torque (LB-FT)	Redline	Max RPM	Drive Type	Top Speed (MPH)
Porsche	911 Turbo	2006	Sport	2	Twin Turbo	480	460	8,100	9,100	All	224



Undercover

Department of Justice



CLASSIFIED

Federal Bureau of Investigation

Name: **Gregory "GMAC" MacDonald**

DOB: 08/25/72

Nicknames/Aliases: none

Last Known Location: Sunset Hills

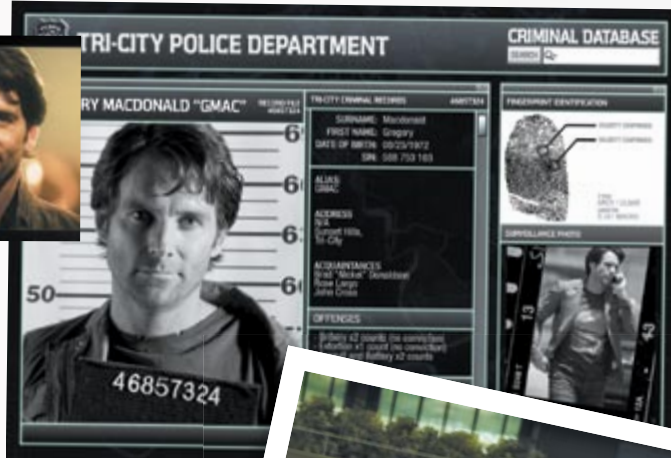
Known Acquaintances: Brad "Nickel" Rogers, Rose Largo, Jonathon Cross

Offenses:

- Bribery 2 counts (no conviction)
- Extortion 1 count (no conviction)
- Assault and battery of a suspect in police custody 2 counts (no conviction)

Comments:

- Former Tri-City Bay Police Department Lt. (Vice)
- Highly decorated police officer with consistently high performance reviews
- Never convicted during his police service
- Considered "untouchable" by local law enforcement
- Suspected ties to international smuggling ring (see Interpol file# B013940)
- Arrogant, explosive, and known to resort to violence with his own crew when crossed



Known Vehicle

Make	Model	Year	Class	Tier	Aspiration	HP	Torque (LB-FT)	Redline	Max RPM	Drive Type	Top Speed (MPH)
Lamborghini	Gallardo LP 560	2009	Exotic	2	N/A	1078	718	8,100	9,100	All	221

SPECIAL NOTE:

GMAC is reputed to have three goons driving backup for him. We don't have a lot of data, but we know what they drive.

Known Vehicles

Make	Model	Year	Class	Tier	Aspiration	HP	Torque (LB-FT)	Redline	Max RPM	Drive Type	Top Speed (MPH)
Ford	GT	2006	Super	2	Super Charged	1,110	866	8,000	9,000	Rear Wheel	230
Porsche	Carerra GT	2005	Exotic	3	N/A	1,070	660	9,400	10,400	Rear Wheel	239
Mercedes	SLR 722	2007	Exotic	2	Super Charged	768	576	8,000	9,000	Rear Wheel	222



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CLASSIFIED

Department of Justice

Federal Bureau of Investigation

Name: **Hector Maio**

DOB: 12/15/82

Nicknames/Aliases: Smiley

Last Known Location: Palm Harbor

Known Acquaintances: Zack
Maio, Caleb Reece, Isabel (Izzy) Diaz**Offenses:**

- Grand theft auto 8 counts
- Excessive speeding 6 counts
- Reckless driving 3 counts

Comments:

- Served a 2-year sentence for Grand Theft Auto
- Known in prison as "Smiley" for his optimistic/grand plans when released
- Organized a small crew made up of neighbors and family who deal in stolen cars
- Demands respect and loyalty from his crew
- Known as a local up and comer with a "big" future ahead of him



TRI-CITY POLICE DEPARTMENT		CRIMINAL DATABASE
HECTOR MAIO "SMILEY" 38452467		TRI-CITY CRIMINAL RECORDS SURNAME: Maio FIRST NAME: Hector DATE OF BIRTH: 02/27/1983 SSN: 274 353 808 ALIAS: Smiley ADDRESS: Palm Harbor, Tri-City ACQUAINTANCES: Zack Maio, Caleb Reece, Isabel "Izzy" Diaz OFFENSES: - Grand Theft Auto 8 counts - Excessive Speeding 6 counts - Reckless Driving 3 counts
		FINGERPRINT IDENTIFICATION SURVEILLANCE PHOTO

**Known Vehicle**

Make	Model	Year	Class	Tier	Aspiration	HP	Torque (LB-FT)	Redline	Max RPM	Drive Type	Top Speed (MPH)
Nissan	370Z (Z34)	2009	Tuner	2	N/A	650	458	7,600	8,600	All	206

SPECIAL NOTE:

Hector has known affiliate members driving backup for him; watch for these vehicles.

Known Vehicles

Make	Model	Year	Class	Tier	Aspiration	HP	Torque (LB-FT)	Redline	Max RPM	Drive Type	Top Speed (MPH)
Mitsubishi	Lancer	2008	Tuner	3	Turbo	589	433	7,000	7,250	All	165
Renault	Mégane Coupé	2008	Tuner	4	Turbo	520	317	7,900	8,900	Front Wheel	191
Nissan	Sylvia (S15)	2,000	Tuner	2	Turbo	497	286	8,500	9,500	Rear Wheel	186



Undercover



Department of Justice

Federal Bureau of Investigation

Name: **Zack Maio**

DOB: 01/28/87

Nicknames/Aliases: The Time-bomb Prince

Last Know Location: Palm Harbor

Known Acquaintances: Hector Maio, Carmen Mendez

Offenses:

- Excessive speeding 9 counts
- Reckless driving 8 counts
- Driver's license revoked (permanently)
- Drunk and disorderly 1 count
- Underage drinking 1 count
- Assault and battery 3 counts

Comments:

- Younger brother to Hector Maio
- Considered the heir to his brother's crew
- Explosive and brash; been known to threaten police officers when pulled over
- Under permanent protection with local crews out of respect for his brother

83474265

TRI-CITY POLICE DEPARTMENT

CRIMINAL DATABASE

SEARCH Q:

ZACH MAIO "TIMEBOMB PRINCE"

RECORD FILE KEYS

SURNAME: Maio
FIRST NAME: Zach
DATE OF BIRTH: 12/27/1986
DOB: 314 963 355

ALIAS: The Time Bomb Prince

ADDRESS: Palm Harbor, FL City

ACQUAINTANCES: Hector Maio, Carmen Mendez

OFFENSES: Excessive speeding 9 counts, Reckless driving 8 counts, Drunk and disorderly 1 count, Underage drinking 1 count

COMMENTS: Younger brother to Hector Maio, Considered 'heir' to his brother's crew, Explosive and brash, been known to



Known Vehicle											
Make	Model	Year	Class	Tier	Aspiration	HP	Torque (LB-FT)	Redline	Max RPM	Drive Type	Top Speed (MPH)
Volkswagen	Scirocco	2008	Tuner	4	Turbo	585	370	7,400	8,400	Front Wheel	184

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Federal Bureau of Investigation

Name: **Chau Wu**

DOB: Unknown

Nicknames/Aliases: Unknown

Last Known Location: Unknown

Known Acquaintances: Unknown

Offenses:

No Criminal Record

**Comments:**

- Chau Wu is considered a person of interest to the Bureau, but his interests and records simply don't exist in any of our linked databases.
- We have no files on Chau's vehicle, but several of his goons have been profiled in the city—watch for them.

Known Vehicles											
Make	Model	Year	Class	Tier	Aspiration	HP	Torque (LB-FT)	Redline	Max RPM	Drive Type	Top Speed (MPH)
Mercedes-Benz	CLS55 AMG	2006	Sport	2	Super Charged	600	650	6,950	7,450	Rear Wheel	212
Lexus	IS F	2008	Tuner	3	N/A	812	524	7,800	8,800	Rear Wheel	221

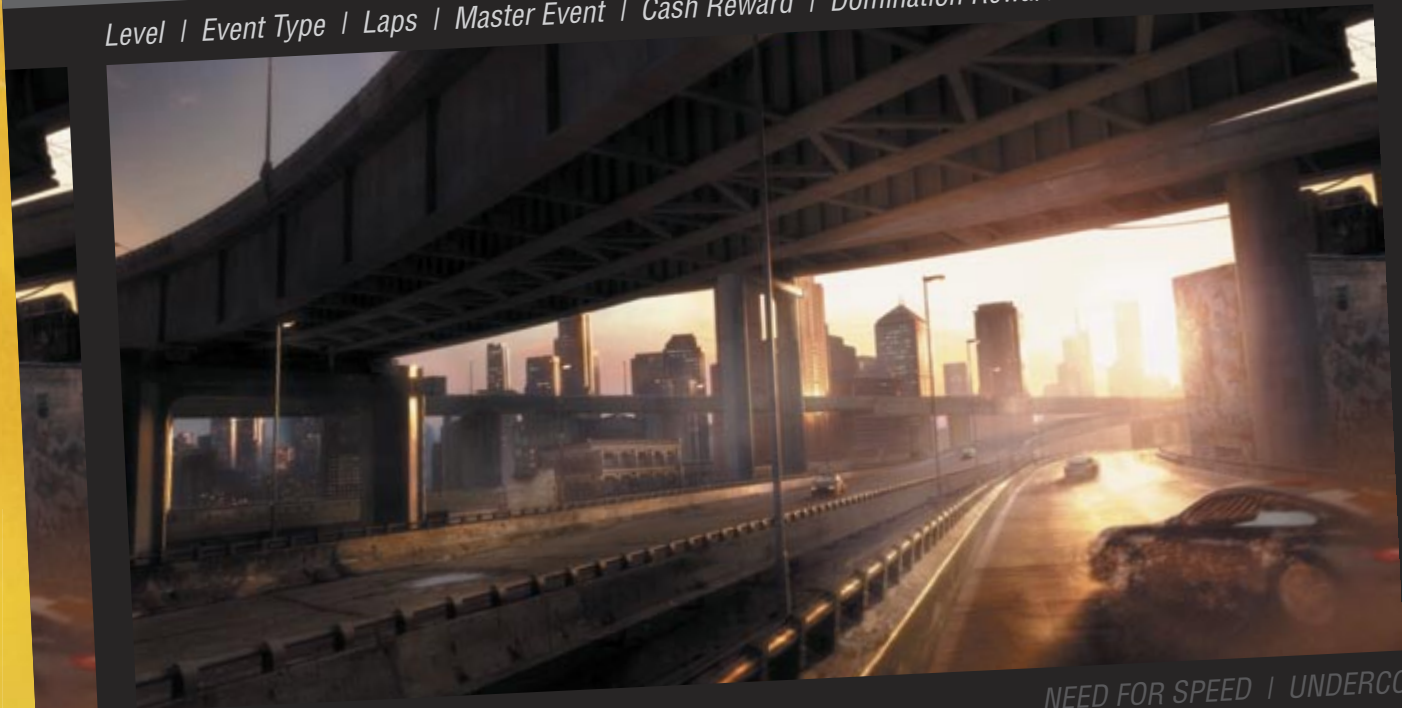
CLASSIFIED



Tracks

CHECKPOINT • CIRCUIT • SPRINT //

Level | Event Type | Laps | Master Event | Cash Reward | Domination Reward | XP | TCBPD Threat



NEED FOR SPEED | UNDERCOVER

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NEED FOR SPEED UNDERCOVER

The tracks in this chapter contain the career Race Events that are confined within the boundaries of specific track layouts. Numerous career events including: Highway Battle, Outrun, Chasedown (Jobs), and all Wanted Events including Escape, Cop Takeout, and Cost to State are open-world events and therefore don't have track maps and do not appear in this chapter.

In open-world events, your knowledge of the city is key; refer to the Tourist Guide chapter for some important 411 about the GTCB area.

TRACK INFORMATION SUMMARY

ITEM	DESCRIPTION
Track Name	The specific track name for the selected event.
Level	The Wheelman Level associated with the event. Indicates the relative level of difficulty.
Type	Race/event type (Circuit, Sprint, or Checkpoint)
TCBPD Threat	This is only based on an inherent police threat. Remember that your car's Heat Level can also attract attention during events; the chances of that happening are completely independent of the data listed here.
Master Event	Yes/No. If yes, prepare for some grueling competition.
Cash Reward	Cash value of the event's winning payout. Note that this is for first place or Domination.
Domination Reward	In addition to cash rewards, races pay off when Dominated and the track record time is beaten.
XP	The experience point reward gained for Dominating a race event.

tip

Tracks maps aren't just pretty pictures. Check out the geometry of each race track before launching the event to make necessary tuning adjustments. Short or curvy tracks may require better grip and acceleration, while longer, straighter tracks may require a higher top speed and longer nitrous duration.

The photos that are tied into the track maps create an innovative visual key, giving you immediate access to the most important features on a track. There's no reading complicated track analysis—just immediate access to crucial information to help your on-track performance. Look for the photos to draw your attention to shortcuts, fastest routes, danger zones, pursuit breakers, etc. The color-coded boxes around the featured photos let you know instantly whether you should use the feature or avoid it. Green means you're good to go; red means steer clear.

Tracks

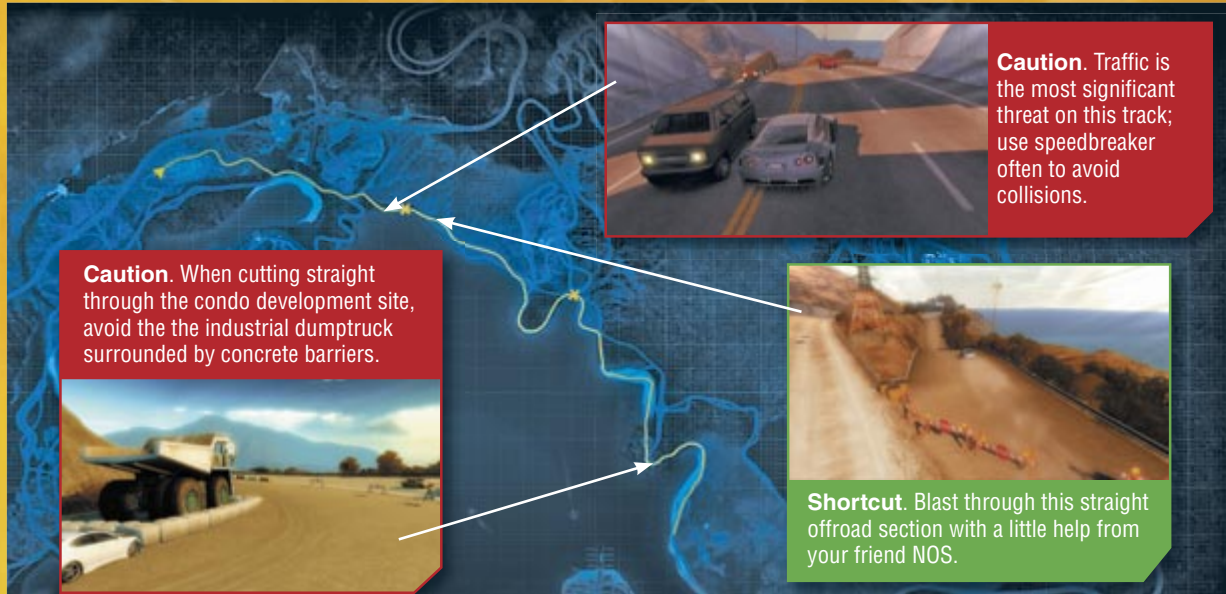
Checkpoint

Checkpoint Tracks

East Beaverbrook Access

Level: **Collector's Edition**

Event Type: **Checkpoint**



Number of Laps: **N/A**

Cash Reward: **\$0**

XP: **0**

Master Event: **No**

Domination Reward: **N/A**

TCBPD Threat: **No**

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I-10 & I-5

Level: **Collector's Edition**

Event Type: **Checkpoint**



Number of Laps: **N/A**

Cash Reward: **\$0**

XP: **0**

Master Event: **No**

Domination Reward: **N/A**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Level: **Collector's Edition**

Event Type: **Checkpoint**

West I-10

Tracks

Fastest route.

Stay left on the highway and head into the oncoming traffic at the twin tunnels. This track pays off for those who dare to face oncoming traffic.



Alternate route.

Both sections are comparable distances; the choice is yours.



Caution. Be very cautious around groups of highway cars, even when travelling in the same direction.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$0**

Domination Reward: **N/A**

XP: **0**

TCBPD Threat: **No**

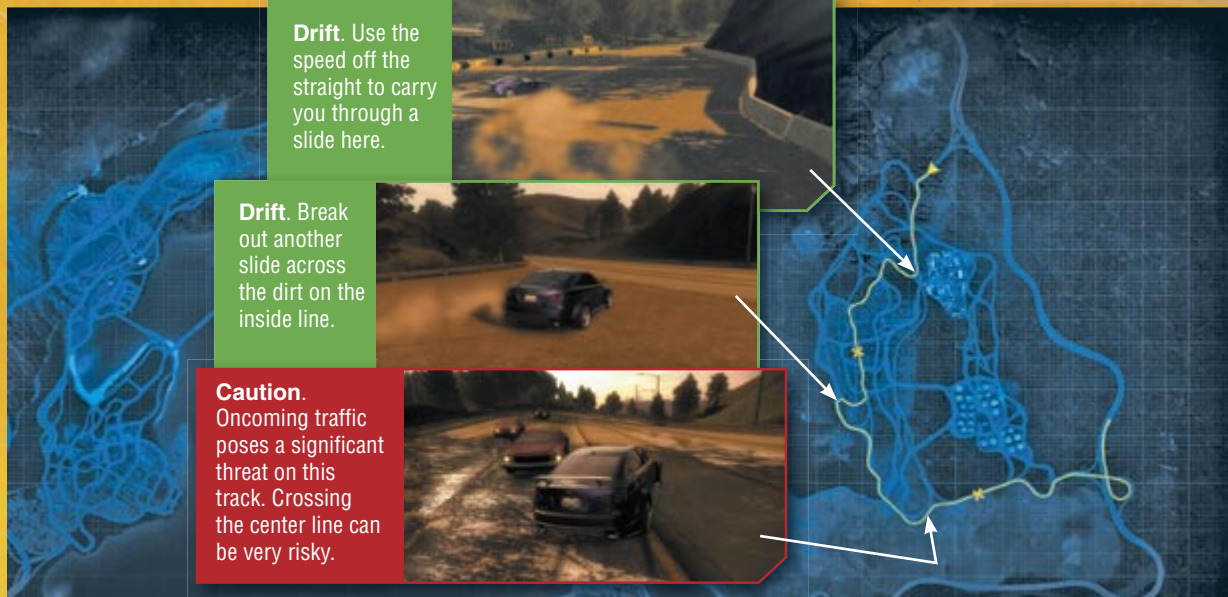
Tracks

Checkpoint

South Sheridan Ave

Level: **Collector's Edition**

Event Type: **Checkpoint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$0**

Domination Reward: **N/A**

XP: **0**

TCBPD Threat: **No**

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East Ocean Expressway

Level: **4**

Event Type: **Checkpoint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$3,000**

Domination Reward: **Style Boost**

XP: **8,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

Harbor & Alena

Level: **5**

Event Type: **Checkpoint**

Drift. Skilled drivers should be able to maintain very high speeds around this turn.



Caution. The shadows of the overpass hide a huge concrete pillar.



Shortcut. Fast track that cuts off a chunk of the upcoming corner.

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$4,000**

Domination Reward: **Transmission Boost**

XP: **9,000**

TCBPD Threat: **No**

South Memorial Tunnel

Level: **5**

Event Type: **Checkpoint**

Drift. Another wide open high-speed slide.



Drift. You know the drill.



Drift. High speed hairpins; better loosen up your tire's grip for this track.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$4,000**

Domination Reward: **Earnings Boost**

XP: **9,000**

TCBPD Threat: **No**

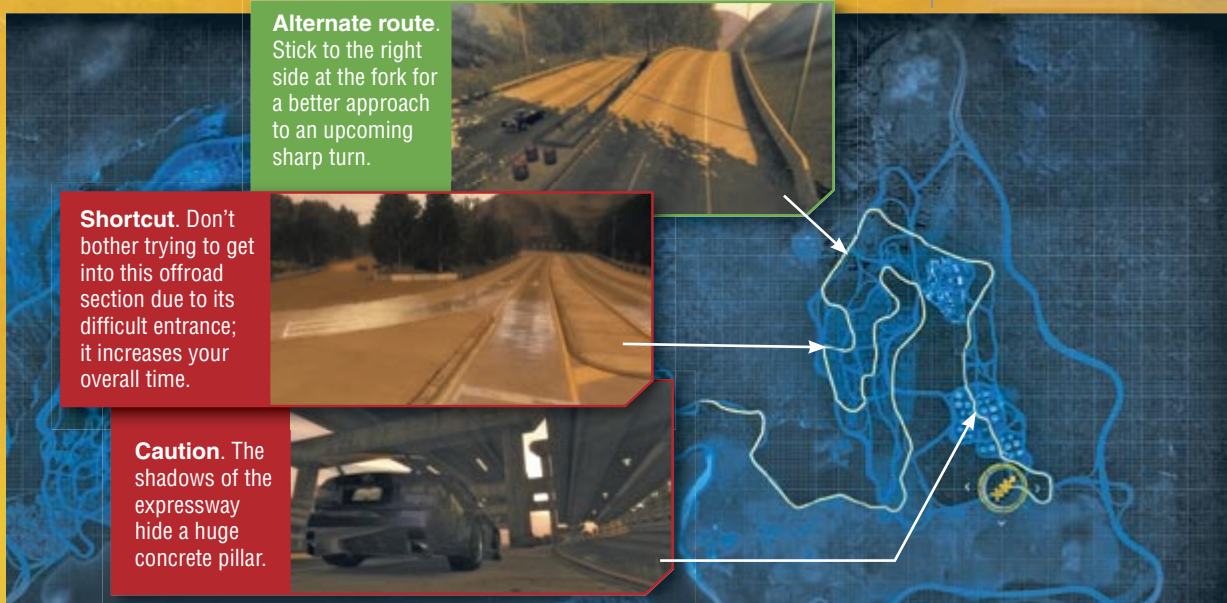
Tracks

Checkpoint

East Fasulo Bridge

Level: 7

Event Type: Checkpoint



Number of Laps: N/A

Master Event: Yes

Cash Reward: \$12,000

Domination Reward: Tires Boost

XP: 24,000

TCBPD Threat: No

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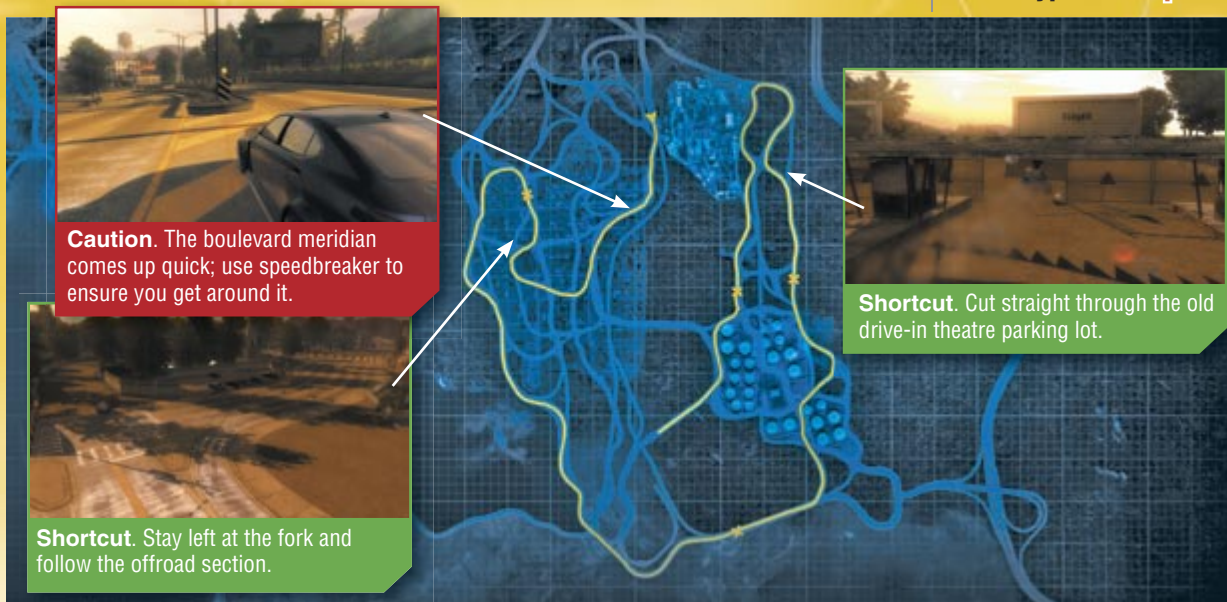
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River & Sheridan

Level: 7

Event Type: Checkpoint



Number of Laps: N/A

Master Event: No

Cash Reward: \$6,000

Domination Reward: Earnings Boost

XP: 12,000

TCBPD Threat: No

NEED FOR SPEED UNDERCOVER

Tracks

Northbridge & Tunnel

Level: **8**

Event Type: **Checkpoint**

Caution. Beware the bottleneck when leaving the expressway. Collisions with traffic coming up the onramp are devastating to your performance.



Tuning. Top speed, horsepower, Nitrous duration are all highly recommended on this track; particularly for this straight section.



Caution. Be wary drifting this corner as oncoming traffic can pose a significant threat.



Number of Laps: **N/A**

Cash Reward: **\$8,000**

XP: **14,000**

Master Event: **No**

Domination Reward: **Parts Discount**

TCBPD Threat: **No**

South Gord

Level: **8**

Event Type: **Checkpoint**

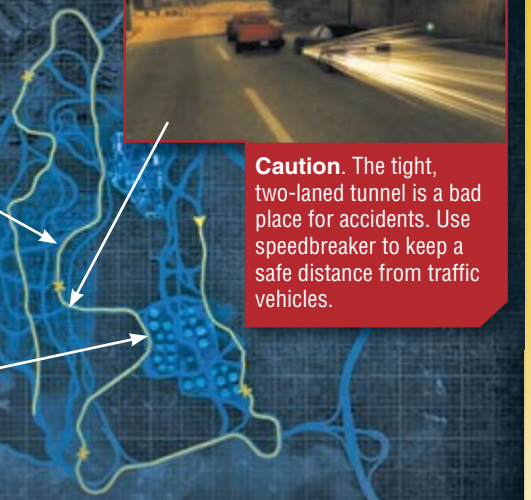
Shortcut. There are several short side lanes that could be classified as shortcuts; don't use them. This is one track where you're better off staying on the road.



Drift. There are several corners on the track that have an inside line dirt patch. Try to stay off these areas unless you're positive they won't affect your speed; sometimes it's better to keep your tires on the asphalt.



Caution. The tight, two-laned tunnel is a bad place for accidents. Use speedbreaker to keep a safe distance from traffic vehicles.



Number of Laps: **N/A**

Cash Reward: **\$8,000**

XP: **14,000**

Master Event: **No**

Domination Reward: **Transmission Boost**

TCBPD Threat: **No**

Tracks

Checkpoint

Gold Coast to Peak Ridge

Level: 9

Event Type: Checkpoint



Number of Laps: N/A

Master Event: No

Cash Reward: \$10,000

Domination Reward: NOS Boost

XP: 16,000

TCBPD Threat: No

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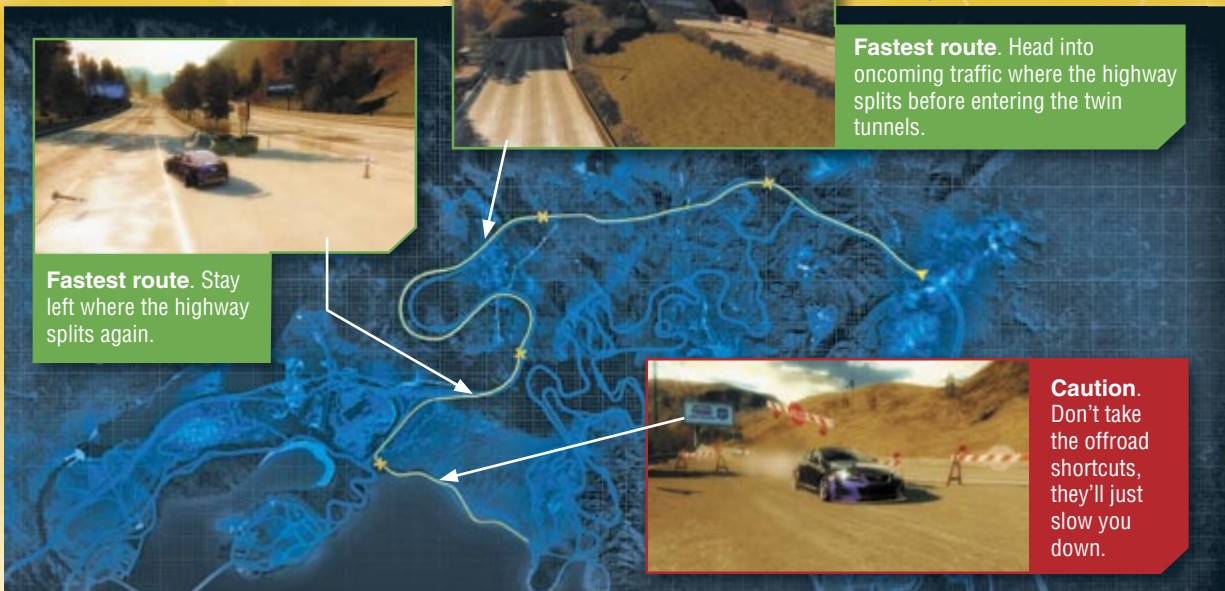
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I-10 to Gold Coast

Level: 9

Event Type: Checkpoint



Number of Laps: N/A

Master Event: No

Cash Reward: \$10,000

Domination Reward: NOS Boost

XP: 16,000

TCBPD Threat: No

NEED FOR SPEED UNDERCOVER

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I-10 to Peak Ridge

Level: **9**

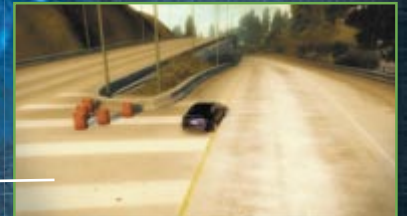
Event Type: **Checkpoint**



Drift. Sliding the entire length of the observatory loop-de-loop is a drifter's dream.



Fastest route. There is limited opportunity to get to the left side of the highway but just before the final split is a very short section of red and white barriers to break through - get in there!



Alternate route. The choice is yours; any difference in timing is purely up to you.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$10,000**

Domination Reward: **Engine Boost**

XP: **16,000**

TCBPD Threat: **No**

East I-5

Level: **10**

Event Type: **Checkpoint**

Fastest route. Swing wide to the outside during this turn exit to maximize exit speed.

Shortcut. Stay left at the fork and follow the offroad section.

Tuning. Top speed, horsepower, Nitrous duration are all highly recommended for the straights and wide road tracks like this.



Number of Laps: **N/A**

Master Event: **Yes**

Cash Reward: **\$25,000**

Domination Reward: **Tires Boost**

XP: **18,000**

TCBPD Threat: **No**

Tracks

Checkpoint

Gold Coast to Canyon Hwy

Level: **10**

Event Type: **Checkpoint**



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Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$12,000**

Domination Reward: **Suspension Boost**

XP: **18,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Silverwood & Mountain

Level: 10
Event Type: Checkpoint

 Number of Laps: **N/A**

 Cash Reward: **\$12,000**

 XP: **18,000**

 Master Event: **No**

 Domination Reward: **Transmission Boost**

 TCBPD Threat: **No**

Adder Shortcut

Level: 11
Event Type: Checkpoint

 Number of Laps: **N/A**

 Cash Reward: **\$15,000**

 XP: **20,000**

 Master Event: **No**

 Domination Reward: **NOS Boost**

 TCBPD Threat: **No**

Tracks

Checkpoint

North Willow

Level: **11**

Event Type: **Checkpoint**

Caution. Leaving the dirt path (just after the PB) at high speeds can cause loss of control upon landing.



Caution. Don't let the velocity get to you; brake hard for this sharp turn!



Caution. Stay right through the entire highway section or you run the risk of taking the long way around.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$15,000**

Domination Reward: **Transmission Boost**

XP: **20,000**

TCBPD Threat: **No**

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Undercover

TRACKS

• **Checkpoint**

• Circuit

• Sprint

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Ocean & Gusa

Level: **11**

Event Type: **Checkpoint**

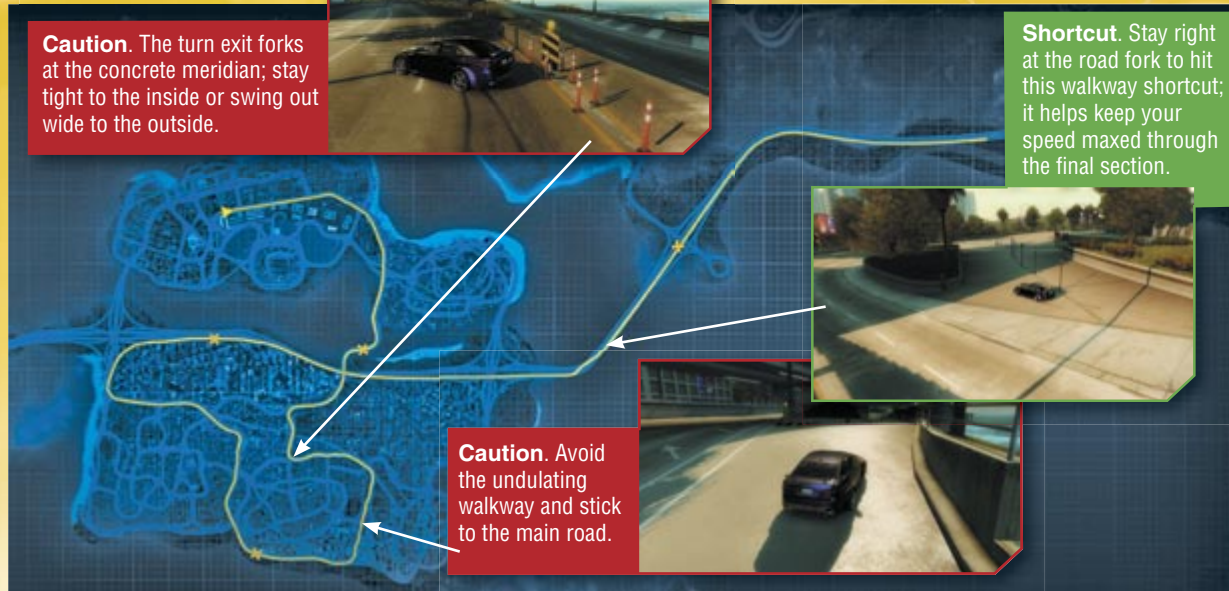
Caution. The turn exit forks at the concrete meridian; stay tight to the inside or swing out wide to the outside.



Shortcut. Stay right at the road fork to hit this walkway shortcut; it helps keep your speed maxed through the final section.



Caution. Avoid the undulating walkway and stick to the main road.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$15,000**

Domination Reward: **Brakes Boost**

XP: **20,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

Peak Ridge to Fasulo

Level: 11

Event Type: Checkpoint

Fastest route. Stay right at the highway split.



Shortcut. Cut straight through the dirt lot at the corner between the buildings and the pedestrian overpass.



Shortcut. Stay right at the fork and blast through the offroad section.



Number of Laps: N/A

Cash Reward: \$15,000

XP: 20,000

Master Event: No

Domination Reward: Earnings Boost

TCBPD Threat: No

I-10 Off-ramp

Level: 12

Event Type: Checkpoint

Drift. The S-curve, among others, provide some excellent ground to slide on.



Caution. The concrete meridian comes up quickly and is easy to miss; watch for it!



Shortcut. It's not much but it does carve a bit of distance off the turn.



Number of Laps: N/A

Cash Reward: \$20,000

XP: 24,000

Master Event: No

Domination Reward: Style Boost

TCBPD Threat: No

Tracks

Checkpoint

Tri-City Run

Level: **12**

Event Type: **Checkpoint**



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TRACKS

- Checkpoint
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Number of Laps: **N/A**

Master Event: **Yes**

Cash Reward: **\$35,000**

Domination Reward: **Earnings Boost**

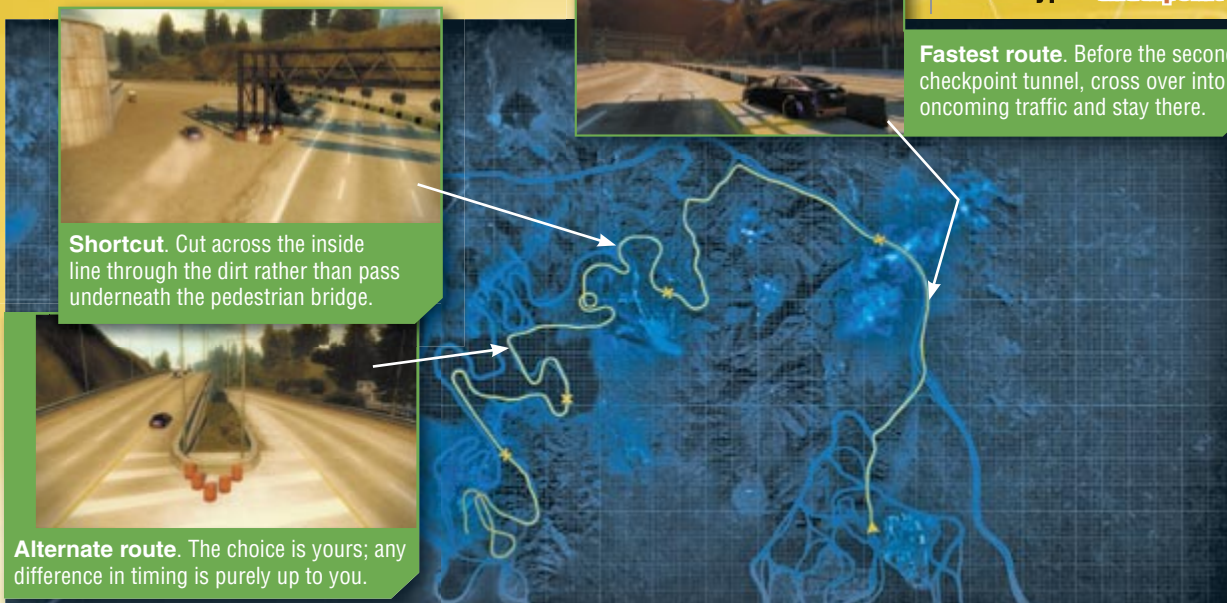
XP: **144,000**

TCBPD Threat: **No**

North River Expressway

Level: **13**

Event Type: **Checkpoint**



Number of Laps: **N/A**

Master Event: **Yes**

Cash Reward: **\$50,000**

Domination Reward: **Suspension Boost**

XP: **48,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

River Expressway Offroad

Level: **13**

Event Type: **Checkpoint**

Shortcut. This is the first of many offroad, inside line shortcuts. Use speedbreaker to get into them perfectly then hit the nitrous to blast along the rough roads.

Shortcut. The entrance can be difficult to see; use speedbreaker to make sure you hit it.

Caution. Use speedbreaker around this corner to avoid the expressway pillar.

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$25,000**

Domination Reward: **NOS Boost**

XP: **24,000**

TCBPD Threat: **No**

West Prime Ave

Level: **13**

Event Type: **Checkpoint**

Police. The TCBPD are all over this area; you can't avoid getting into a pursuit so you'll just have to outgun them.

Shortcut. Cut through the power station to keep your line arrow straight.

Shortcut. The Port Crescent Country Club's driveway cuts an incredible chunk off the upcoming turn, make sure you hit it!

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$25,000**

Domination Reward: **Style Boost**

XP: **24,000**

TCBPD Threat: **Yes**

Tracks

Circuit

Circuit Tracks

I-5 Runoff

Caution. Oncoming traffic poses a significant threat as you leave the highway for the on-ramp.



Pursuit Breaker. Dump these pipes on the inside S-curve to see if drivers behind are paying attention.



Drift. As with many Sunset Hills tracks, the wide open corners beg for you to break the traction threshold.



Level: Collector's Edition

Event Type: Circuit

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TRACKS

- Checkpoint
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Number of Laps: 3

Master Event: No

Cash Reward: \$0

Domination Reward: N/A

XP: 0

TCBPD Threat: Yes

North Freightyard Access

Alternate route. Use this area to trick the TCBPD or foolish drivers. Trigger the PB and duck into the power station off-road area that leads then across the main road into the estate.



Caution. A dip in the road can cause loss of control at high speeds.



Caution. The fast approach into the double apex turn is preceded by a slight rise; at high speeds it's enough to bring your tires up off the ground.



Number of Laps: 3

Master Event: No

Cash Reward: \$0

Domination Reward: N/A

XP: 0

TCBPD Threat: Yes

NEED FOR SPEED UNDERCOVER

Level: **Collector's Edition**

Event Type: **Circuit**

Ocean Expressway Loop

Caution. High speeds and a small rise right before the last turn can cause unexpected loss of control and devastating crashes.



Drift. Try to avoid contact with the TCBPD as you slide this sweet S-curve.



Shortcut. Don't use this route—the exit leads to a head-on wall collision.



Number of Laps: **3**

Master Event: **No**

Cash Reward: **\$0**

Domination Reward: **N/A**

XP: **0**

TCBPD Threat: **Yes**

Silverwood & Southbridge

Level: **Collector's Edition**

Event Type: **Circuit**

Pursuit Breaker. Trigger this one to catch unsuspecting drivers off guard.



Drift. This wide-open, high-speed turn allows for big drifts.



Shortcut. This one comes up fast, so hit the Speedbreaker to make sure you don't miss it.



Number of Laps: **3**

Master Event: **No**

Cash Reward: **\$0**

Domination Reward: **N/A**

XP: **0**

TCBPD Threat: **Yes**

Tracks

Circuit

Ocean & Wilson

Level: 1

Event Type: **Circuit**



Number of Laps: 2

Master Event: **No**

Cash Reward: **\$2,000**

Domination Reward: **Transmission Boost**

XP: **5,000**

TCBPD Threat: **No**

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Undercover

TRACKS

- Checkpoint
- **Circuit**
- Sprint

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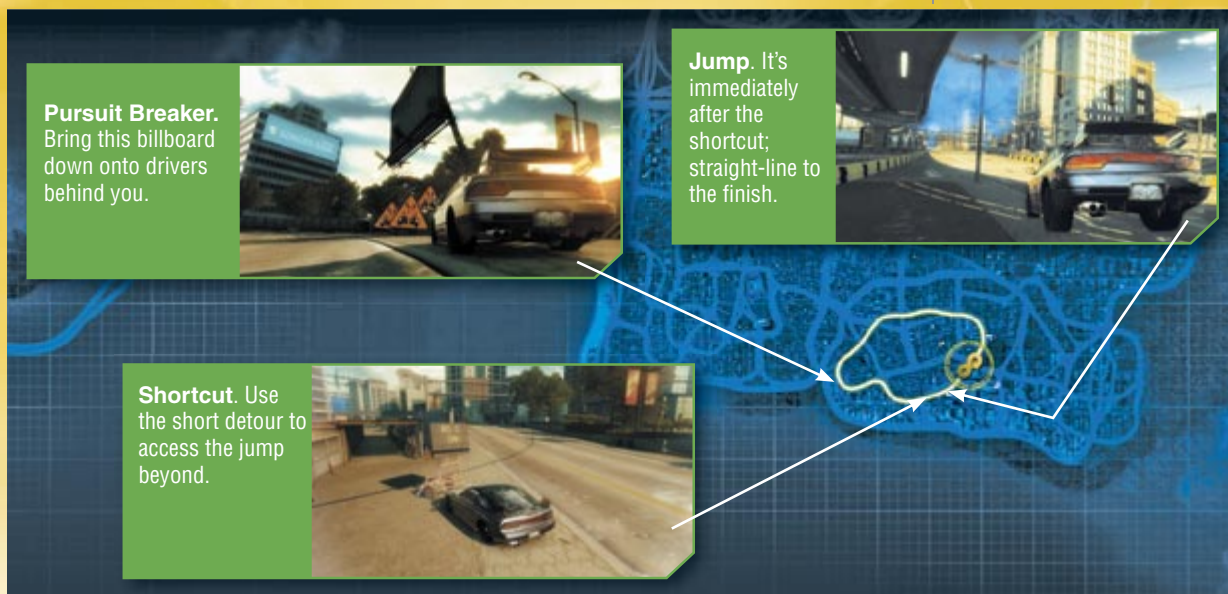
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Appendices

Jackson & Veteran

Level: 2

Event Type: **Circuit**



Number of Laps: 3

Master Event: **No**

Cash Reward: **\$2,000**

Domination Reward: **Style Boost**

XP: **6,000**

TCBPD Threat: **No**

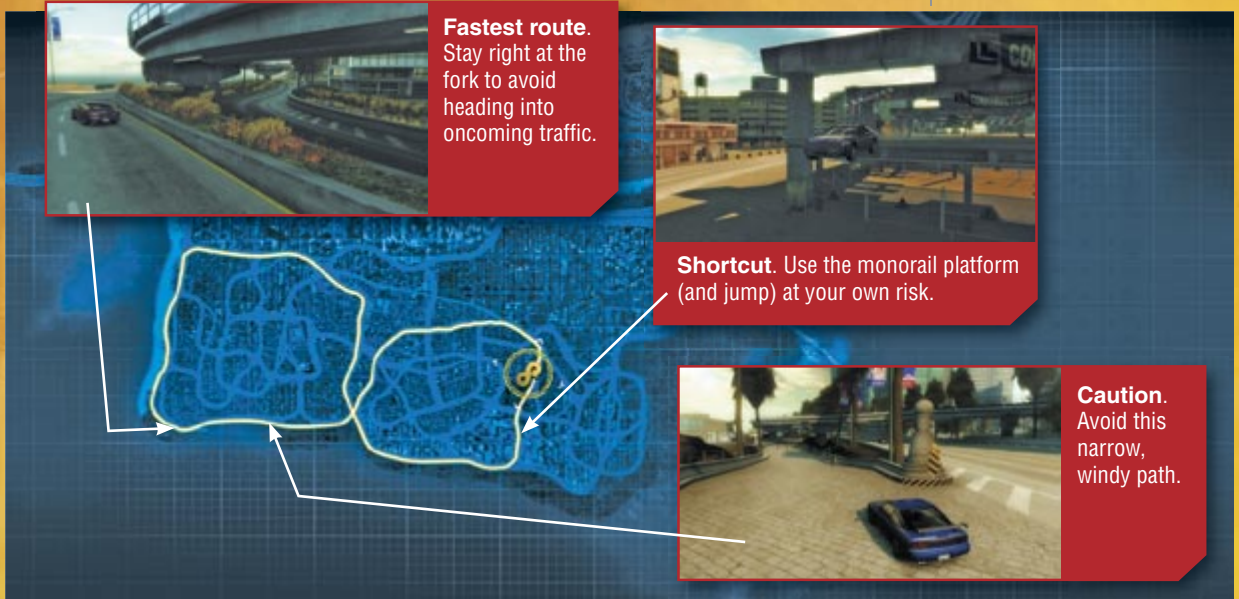
NEED FOR SPEED UNDERCOVER

Tracks

Water & Cross Slope

Level: **3**

Event Type: **Circuit**



Number of Laps: **2**

Master Event: **No**

Cash Reward: **\$2,500**

Domination Reward: **Air Induction Boost**

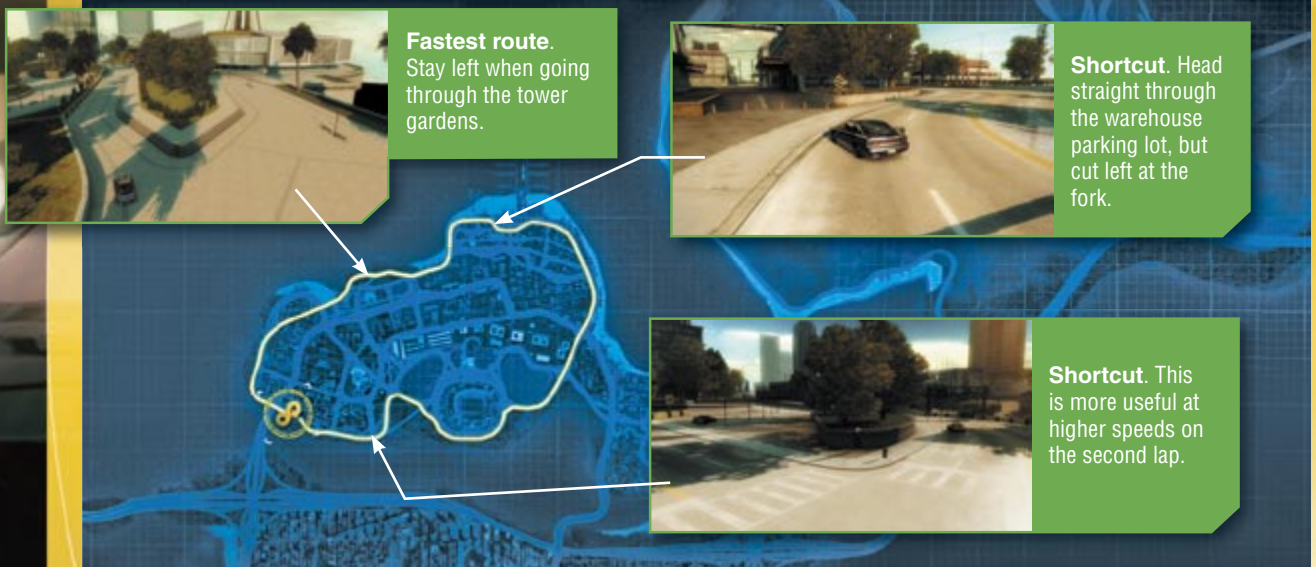
XP: **7,000**

TCBPD Threat: **No**

Malcom & Francisco

Level: **4**

Event Type: **Circuit**



Number of Laps: **2**

Master Event: **No**

Cash Reward: **\$3,000**

Domination Reward: **Engine Boost**

XP: **8,000**

TCBPD Threat: **No**

Tracks

Circuit

Cross Slope & Gusa

Level: **5**

Event Type: **Circuit**



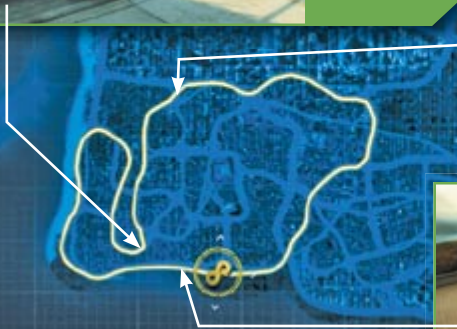
Drift. Hit the NOS for a huge slide through this wide section.



Shortcut. Keep right, drive up the walkway and catch air off the ramp.



Fastest route. Stay on the road, don't use the narrow, winding walkway.



Number of Laps: **2**

Master Event: **No**

Cash Reward: **\$4,000**

Domination Reward: **Earnings Boost**

XP: **9,000**

TCBPD Threat: **Yes**

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TRACKS

- Checkpoint
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- Sprint

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East Malcom

Level: **5**

Event Type: **Circuit**

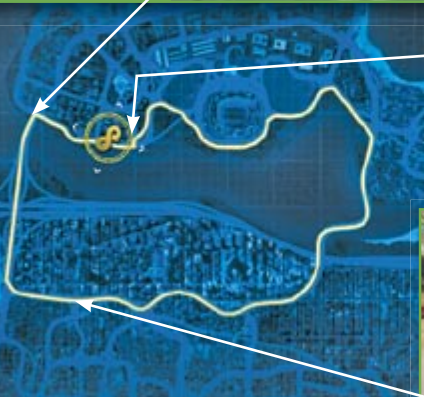
Drift. Use Speedbreaker and drift this tight, fast 90-degree turn.



Shortcut. This is more useful on the second lap at high speeds but can be used off the start.



Pursuit Breaker. Try to catch drivers off guard with these falling pipes.



Number of Laps: **2**

Master Event: **No**

Cash Reward: **\$4,000**

Domination Reward: **Air Induction Boost**

XP: **9,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

Palm & Redland

Level: **6**

Event Type: **Circuit**

Caution. Avoid the concrete expressway pillars at the turn exit.



Pursuit Breaker. Trigger it to eliminate the inside line for those behind.



Drift. Use the full width of the roads to light up the NOS on this wide series of turns.

Number of Laps: **3**

Master Event: **No**

Cash Reward: **\$5,000**

Domination Reward: **Earnings Boost**

XP: **10,000**

TCBPD Threat: **No**

Diamond & Eastside

Level: **7**

Event Type: **Circuit**

Caution. Everyone wants to cut through the gas station but it's high risk with the PB on the semi-tractor trailer.



Shortcut. Veer right at the off-road fork.



Caution. The jump down from the train yard can cause loss of control; adjust your suspension accordingly.



Number of Laps: **3**

Master Event: **No**

Cash Reward: **\$6,000**

Domination Reward: **Parts Discount**

XP: **12,000**

TCBPD Threat: **No**

Tracks

Circuit

Hillside & Gord

Level: 7

Event Type: **Circuit**

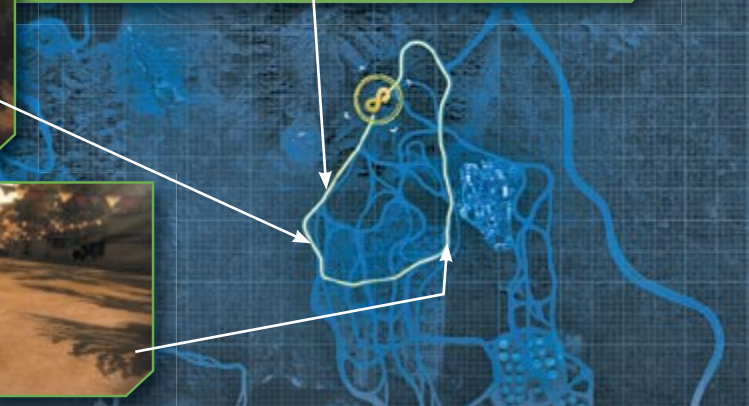
Alternate routes. Choose one from left to right: safest, fastest, or shortest distance.



Fastest route. Stay right at the meridian to avoid oncoming traffic.



Shortcut. If you want to shave a tenth of a second off your time, try the used car lot.



Number of Laps: 3

Master Event: **No**

Cash Reward: **\$6,000**

Domination Reward: **Style Boost**

XP: **12,000**

TCBPD Threat: **No**

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- **Circuit**
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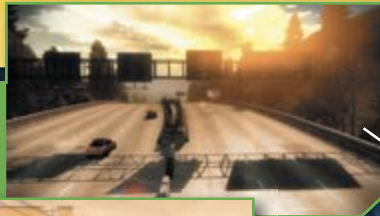
Appendices

Hillside & River

Level: 8

Event Type: **Circuit**

Fastest route. Veer left into the oncoming traffic lane at the highway division. (Don't follow the I-10!)



Shortcut. Break through the fence at the drive-in and trigger the PB to block the path behind you.



Fastest route. Stay left at the highway division.



Number of Laps: 2

Master Event: **No**

Cash Reward: **\$8,000**

Domination Reward: **Brakes Boost**

XP: **14,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

Pine Creek & Douglas

Level: **8**

Event Type: **Circuit**



Number of Laps: **3**

Master Event: **Yes**

Cash Reward: **\$15,000**

Domination Reward: **Air Induction Boost**

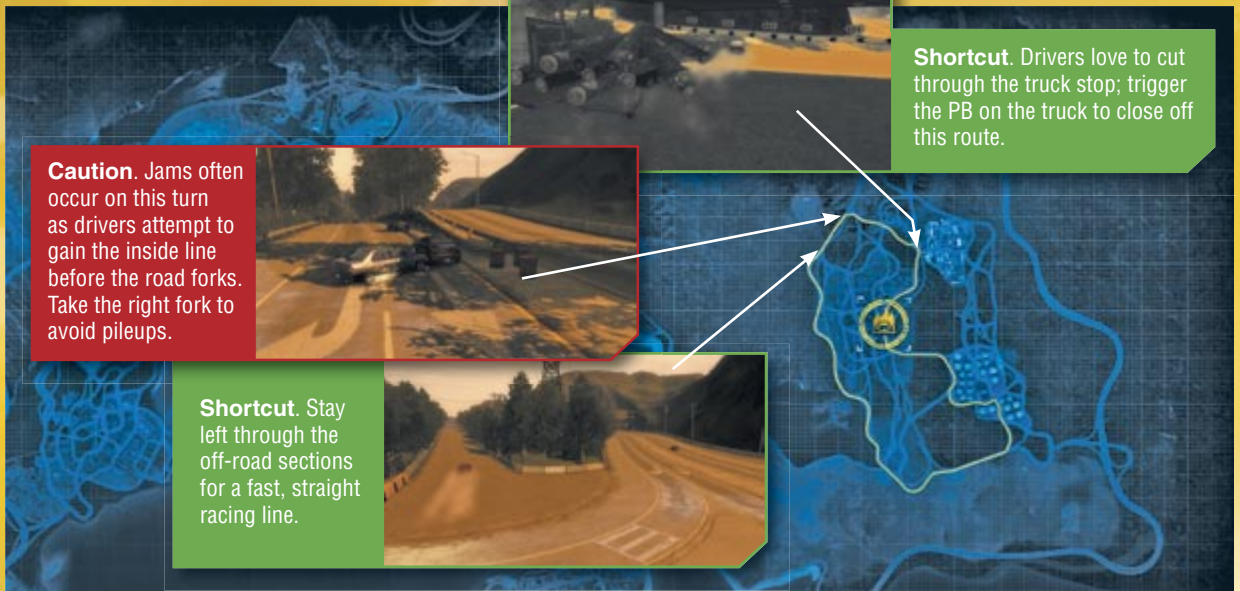
XP: **28,000**

TCBPD Threat: **No**

Tri-City Tournament

Level: **8**

Event Type: **Circuit**



Number of Laps: **2**

Master Event: **No**

Cash Reward: **\$8,000**

Domination Reward: **Tires Boost**

XP: **14,000**

TCBPD Threat: **No**

Tracks

Circuit

East Valencia Hill

Level: 9

Event Type: **Circuit**

Shortcut.

Stay right at the fork and head through the off-road area.



Drift. This is a beautiful hairpin for powersliding.



Pursuit Breaker.

Dump these pipes on the inside S-curve to see if drivers behind are paying attention.



Number of Laps: 3

Master Event: **No**

Cash Reward: **\$10,000**

Domination Reward: **Earnings Boost**

XP: **16,000**

TCBPD Threat: **No**

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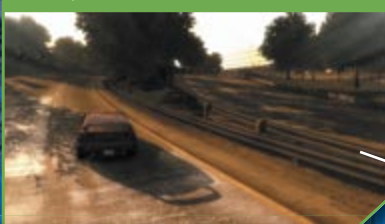
Appendices

Eastside & Cross

Level: 9

Event Type: **Circuit**

Fastest route. Stay left through the multiple forked sections.



Caution. The shadows of the expressway conceal a massive concrete support column.



Pursuit Breaker. Try to catch drivers off guard with these falling pipes.



Number of Laps: 3

Master Event: **No**

Cash Reward: **\$10,000**

Domination Reward: **Transmission Boost**

XP: **16,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

Peak Ridge Loop

Level: **10**

Event Type: **Circuit**

Shortcut. Veer left to the off-road section where the road forks.



Drift. Bust a huge slide on the final home-stretch turn.



Pursuit Breaker. Use this to catch drivers behind you off guard.



Number of Laps: **3**

Master Event: **No**

Cash Reward: **\$12,000**

Domination Reward: **Parts Discount**

XP: **18,000**

TCBPD Threat: **No**

Trevino & Morin

Level: **10**

Event Type: **Circuit**

Alternate routes. Choose one from left to right: safest, fastest, or shortest.



Shortcut. Veer right at the off-road fork; it's a bit rough but it is a shorter distance to cover.



Drift. Try a smooth drift right through this double-apex turn.



Number of Laps: **3**

Master Event: **No**

Cash Reward: **\$12,000**

Domination Reward: **Air Induction Boost**

XP: **18,000**

TCBPD Threat: **No**

Tracks

Circuit

Cross Slope Loop

Level: 11

Event Type: **Circuit**



Drift. Hit the NOS and slide this wide turn during the second lap.



Shortcut. Use the monorail platform at your own risk; but know that your opponents may use it, too.



Shortcut. Use the winding stone path at your own risk; at high speed, the street is much safer.

Number of Laps: 2

Master Event: **No**

Cash Reward: **\$15,000**

Domination Reward: **Air Induction Boost**

XP: **20,000**

TCBPD Threat: **Yes**

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Hillside Blvd Loop

Level: 12

Event Type: **Circuit**

Shortcut. Stay right at the off-road fork.



Shortcut. Stay right through the forked off-road sections.



Shortcut. It's difficult to see it coming up but drifting through this shortcut cuts off a second from your lap time.



Number of Laps: 3

Master Event: **No**

Cash Reward: **\$20,000**

Domination Reward: **Suspension Boost**

XP: **22,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

Eastside & Palm

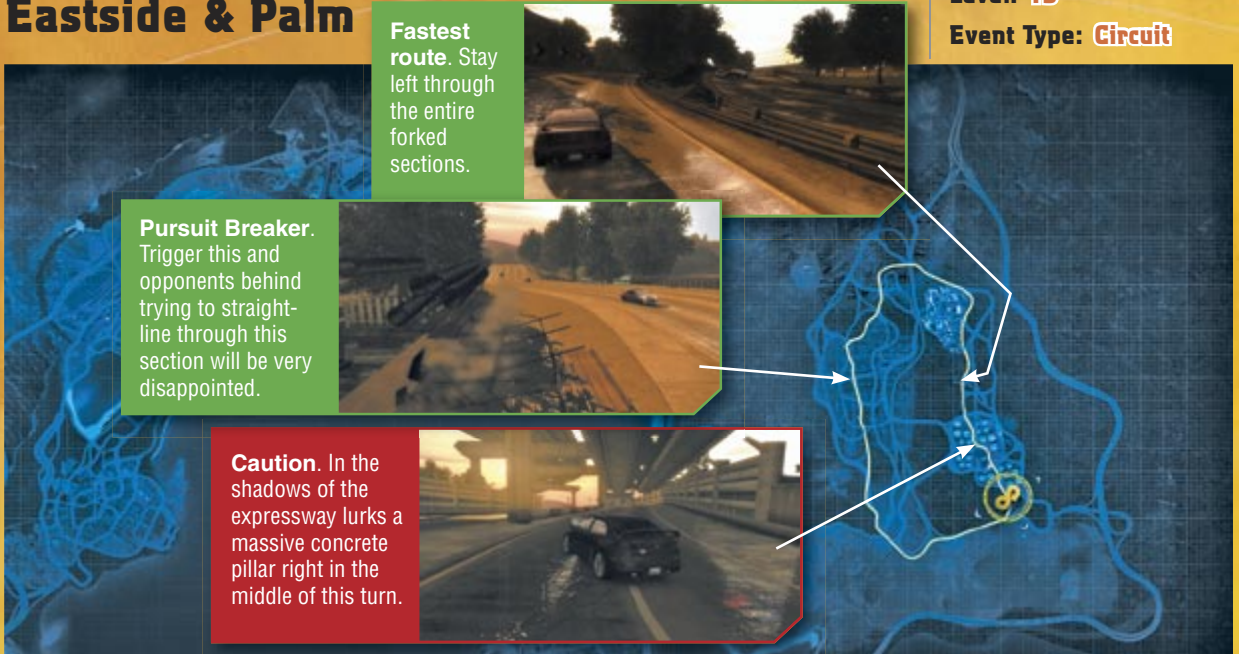
Level: **13**

Event Type: **Circuit**

Fastest route. Stay left through the entire forked sections.

Pursuit Breaker. Trigger this and opponents behind trying to straight-line through this section will be very disappointed.

Caution. In the shadows of the expressway lurks a massive concrete pillar right in the middle of this turn.



Number of Laps: **3**

Master Event: **No**

Cash Reward: **\$25,000**

Domination Reward: **Air Induction Boost**

XP: **24,000**

TCBPD Threat: **No**

Inlet Expressway Loop

Level: **13**

Event Type: **Circuit**

Drift. This is the first turn in a fantastic downhill switchback series.

Shortcut. Bust through the gates at the power station to access two brief but straight lines.

Alternate Routes. The main road is safe but the off-road fork can be faster and has a dramatic jump over the road followed by a PB that can block the path for drivers behind you.



Number of Laps: **2**

Master Event: **No**

Cash Reward: **\$25,000**

Domination Reward: **Brakes Boost**

XP: **24,000**

TCBPD Threat: **No**

Tracks

Sprint

South Blvd & Bank

Level: 14

Event Type: **Circuit**



Number of Laps: 3

Master Event: No

Cash Reward: **\$30,000**

Domination Reward: **Parts Discount**

XP: **26,000**

TCBPD Threat: No

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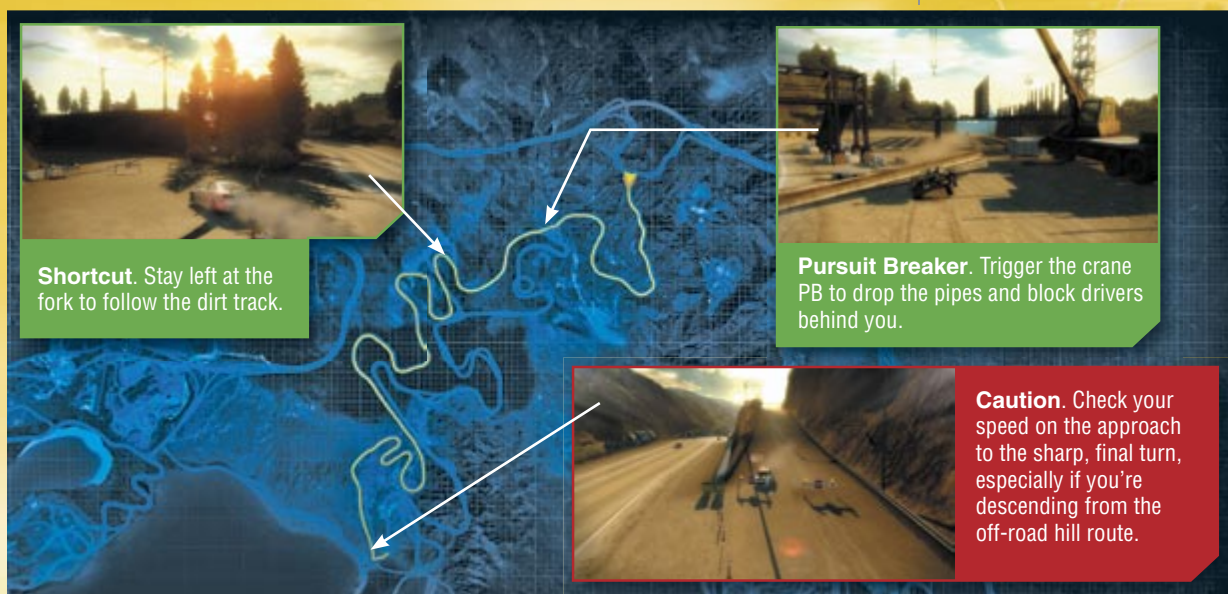
Appendices

Sprint Tracks

Canyon Hwy Descent

Level: **Collector's Edition**

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: No

Cash Reward: **\$0**

Domination Reward: **N/A**

XP: **0**

TCBPD Threat: **Yes**

NEED FOR SPEED UNDERCOVER

Level: **Collector's Edition**

Event Type: **Sprint**

I-10 to I-20

Tracks

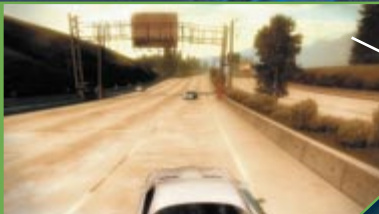
Tuning. This all-out highway sprint demands top speed, maximum horsepower, and long bursts of NOS.



Caution. If travelling with traffic isn't working well, try the oncoming lanes, which are commonly less busy.



Pursuit Breaker. While never a sure thing, triggering a PB to fall on opponents can be enough of a distraction to throw them off.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$0**

Domination Reward: **N/A**

XP: **0**

TCBPD Threat: **Yes**

Tracks

| Sprint

I-10 to I-85

Level: **Collector's Edition**

Event Type: **Sprint**

Fastest route. Stay left along the divided highway to access the lower tunnel route.



Tuning. A top speed/horsepower bias proves itself on the significantly straight interstate sections.



Caution. Traffic can be bad at the beginning of the track; use Speedbreaker often to avoid collisions.

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Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$0**

Domination Reward: **N/A**

XP: **0**

TCBPD Threat: **Yes**

NEED FOR SPEED UNDERCOVER

Tracks

I-85 to North Blvd

Level: **Collector's Edition**

Event Type: **Sprint**



Tuning. A slight tweak toward acceleration and torque may give you that little extra something on this short track.



Caution. Oncoming traffic poses a threat in this part of town.



Caution. High speeds and a slight rise make the approach to this sharp turn the most dangerous and technical spot on the track.

Number of Laps: **N/A**

Cash Reward: **\$0**

XP: **0**

Master Event: **No**

Domination Reward: **N/A**

TCBPD Threat: **Yes**

Aubrey Street

Level: **1**

Event Type: **Sprint**

Pursuit Breaker. Avoid this area if another driver triggers it straight off the starting line.



Pursuit Breaker. Get ahead quickly to cover the roadway with pipes.



Caution. The shadows of the overpass at the turn exit hide a large concrete pillar.



Number of Laps: **N/A**

Cash Reward: **\$2,000**

XP: **5,000**

Master Event: **No**

Domination Reward: **Brakes Boost**

TCBPD Threat: **No**

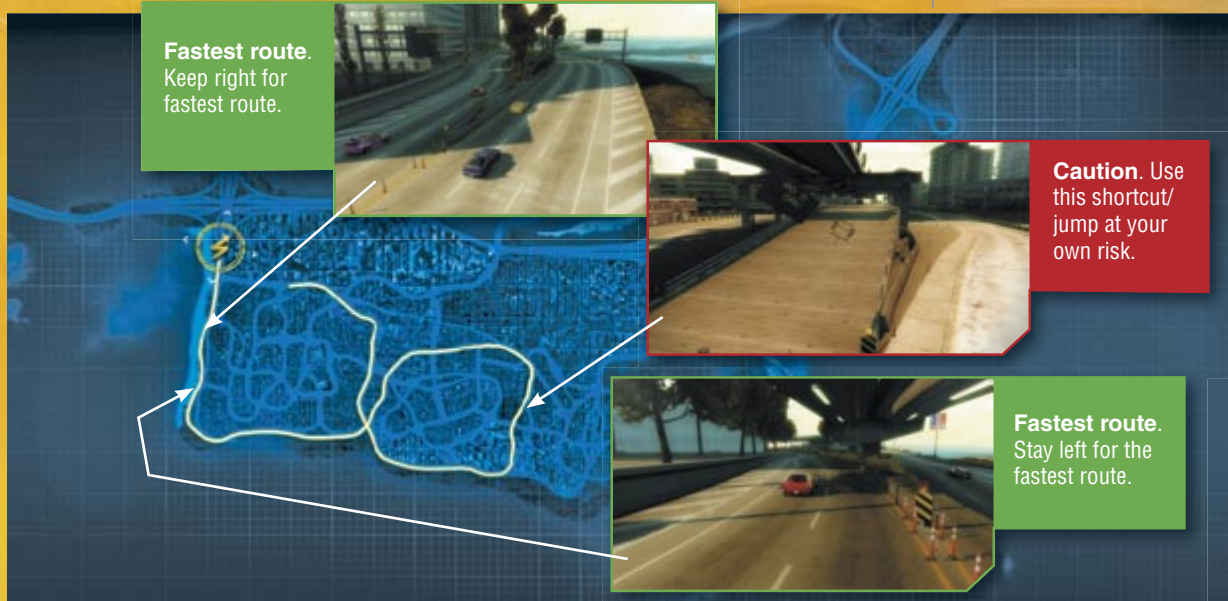
Tracks

Sprint

Cross Slope & Ocean

Level: 1

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$2,000**

Domination Reward: **Air Induction Boost**

XP: **5,000**

TCBPD Threat: **No**

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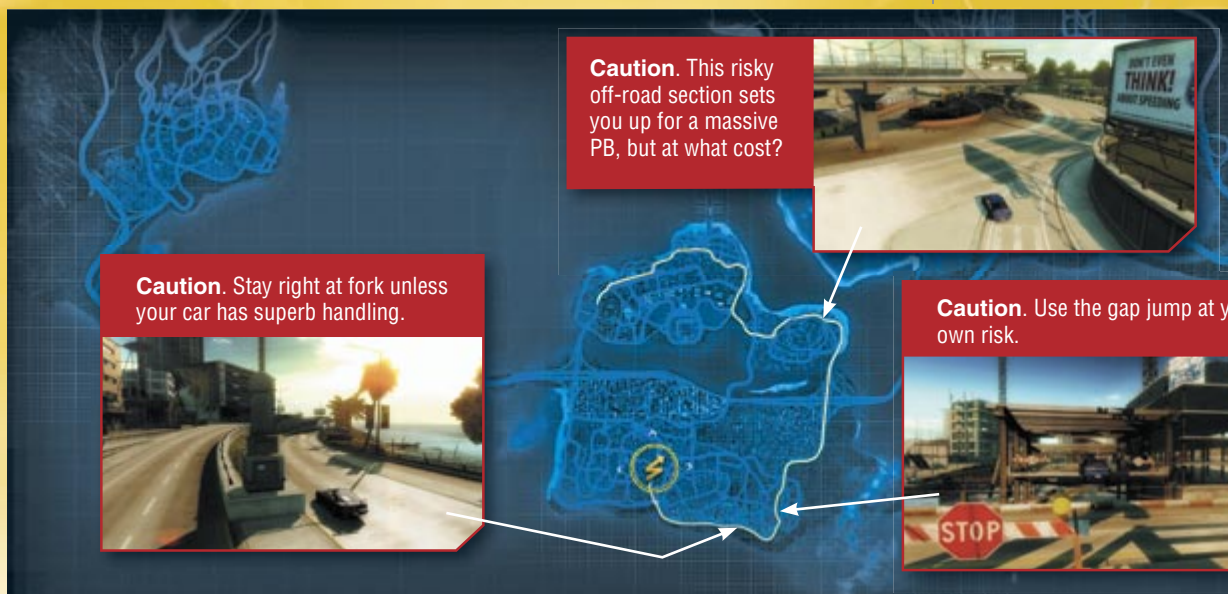
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Ocean & Jackson

Level: 2

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$2,000**

Domination Reward: **Earnings Boost**

XP: **6,000**

TCBPD Threat: **Yes**

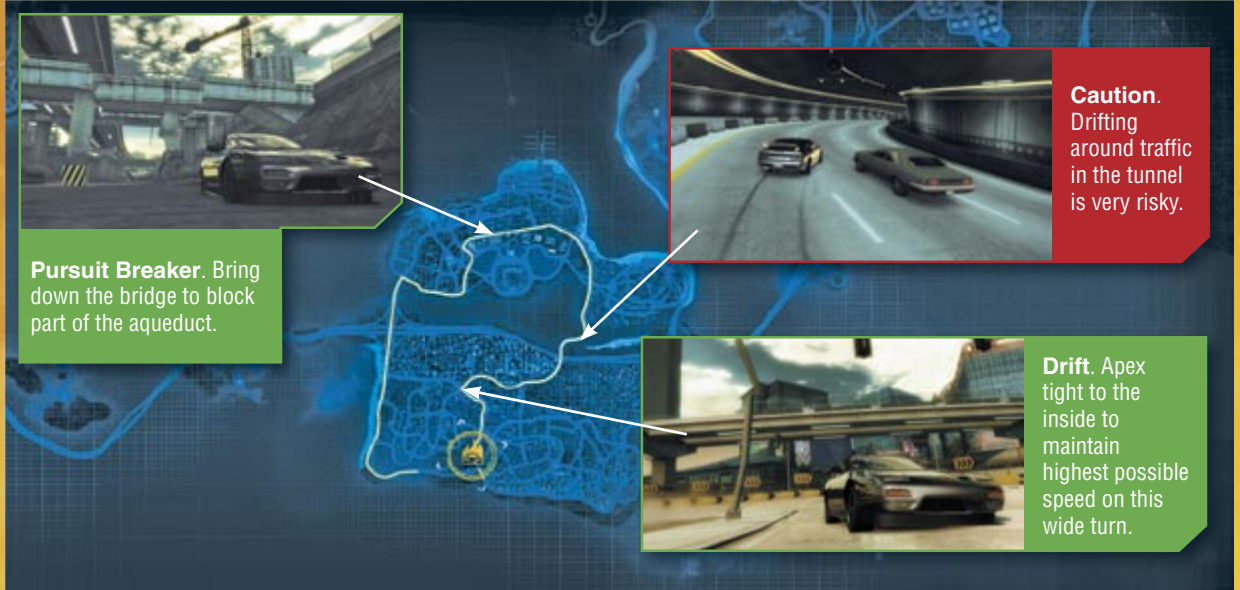
NEED FOR SPEED UNDERCOVER

Tracks

Palm Harbor Rally

Level: **2**

Event Type: **Sprint**



Pursuit Breaker. Bring down the bridge to block part of the aqueduct.

Caution. Drifting around traffic in the tunnel is very risky.

Drift. Apex tight to the inside to maintain highest possible speed on this wide turn.

Number of Laps: **N/A**

Cash Reward: **\$2,000**

XP: **6,000**

Master Event: **No**

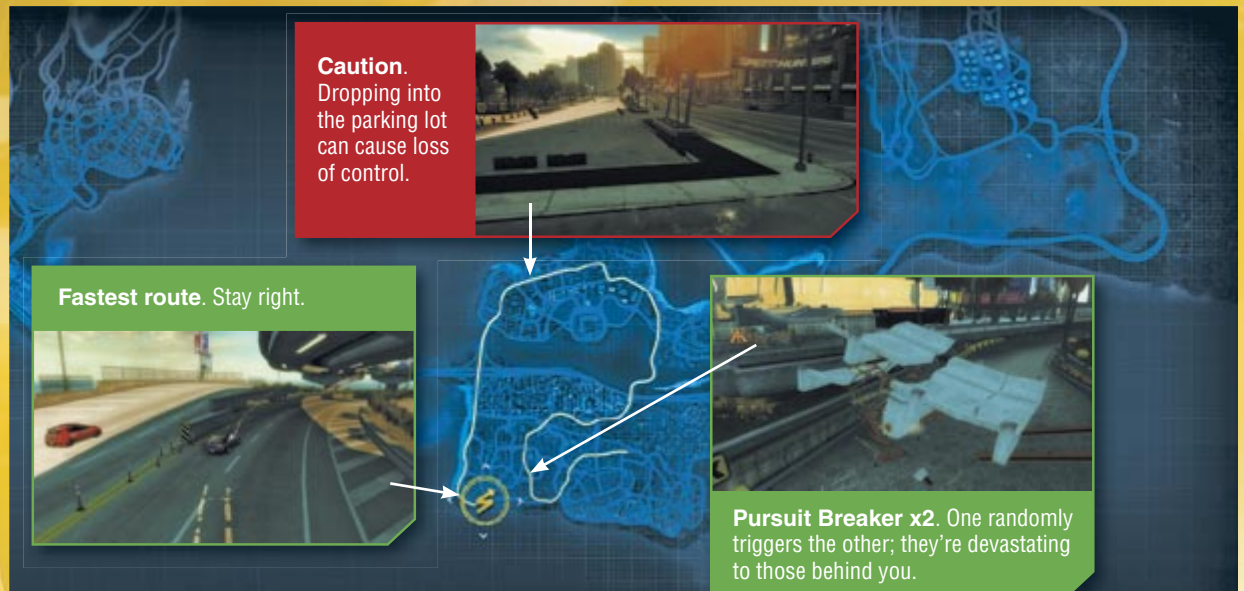
Domination Reward: **Engine Boost**

TCBPD Threat: **No**

West Cross Slope

Level: **2**

Event Type: **Sprint**



Caution. Dropping into the parking lot can cause loss of control.

Fastest route. Stay right.

Pursuit Breaker x2. One randomly triggers the other; they're devastating to those behind you.

Number of Laps: **N/A**

Cash Reward: **\$2,000**

XP: **6,000**

Master Event: **No**

Domination Reward: **Tires Boost**

TCBPD Threat: **No**

Tracks

Sprint

Sutton & Cross Slope

Level: **B**

Event Type: **Sprint**

Shortcut. A sweet, straight-line bypasses the upcoming corner entirely.



Shortcut. Break through the fence at the stadium.



Caution. This risky off-road section sets you up for a massive PB, but at what cost?



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$2,500**

Domination Reward: **Engine Boost**

XP: **7,000**

TCBPD Threat: **No**

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Water & Veteran

Level: **B**

Event Type: **Sprint**

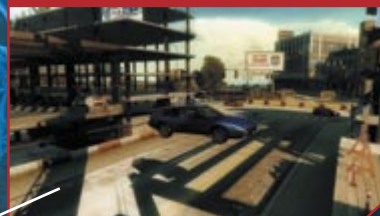
Caution. After hitting the PB, exit the aqueduct on the right side to avoid landing in oncoming traffic.



Caution. Brake hard or use Speedbreaker on this technical turn.



Caution. Use the gap jump at your own risk.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$2,500**

Domination Reward: **NOS Boost**

XP: **7,000**

TCBPD Threat: **No**

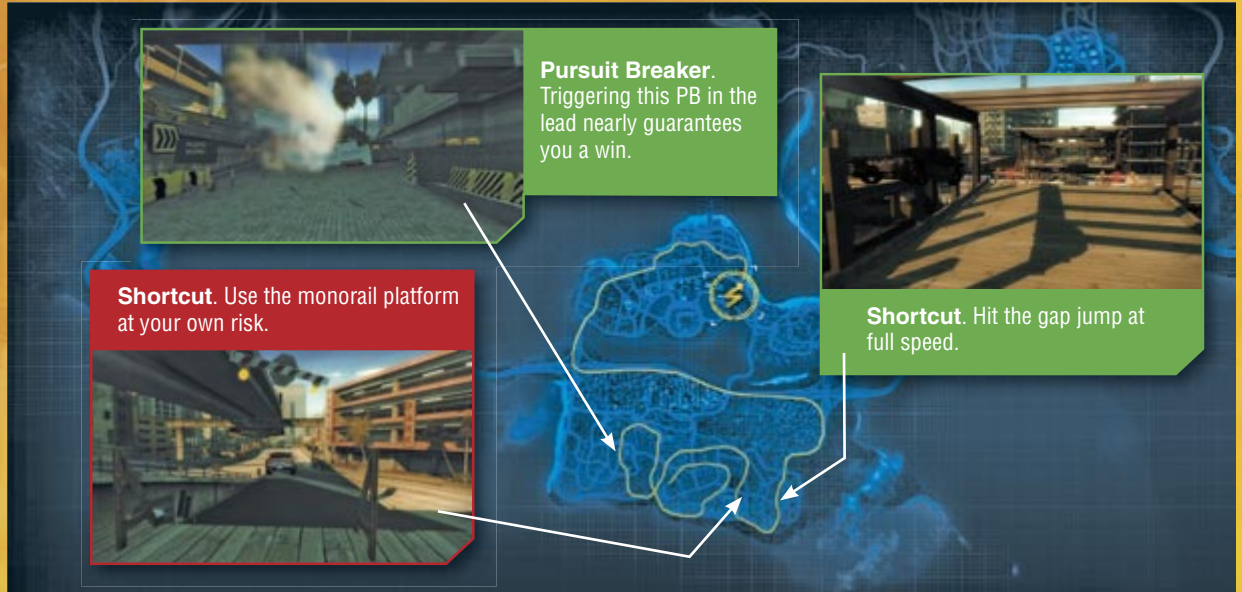
NEED FOR SPEED UNDERCOVER

Tracks

Harbor & Malcolm

Level: **4**

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$3,000**

Domination Reward: **Parts Discount**

XP: **8,000**

TCBPD Threat: **No**

North Narrows Bridge

Level: **4**

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$3,000**

Domination Reward: **NOS Boost**

XP: **8,000**

TCBPD Threat: **No**

Tracks

Sprint

Stadium & Francisco

Level: **4**

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$3,000**

Domination Reward: **Brakes Boost**

XP: **8,000**

TCBPD Threat: **No**

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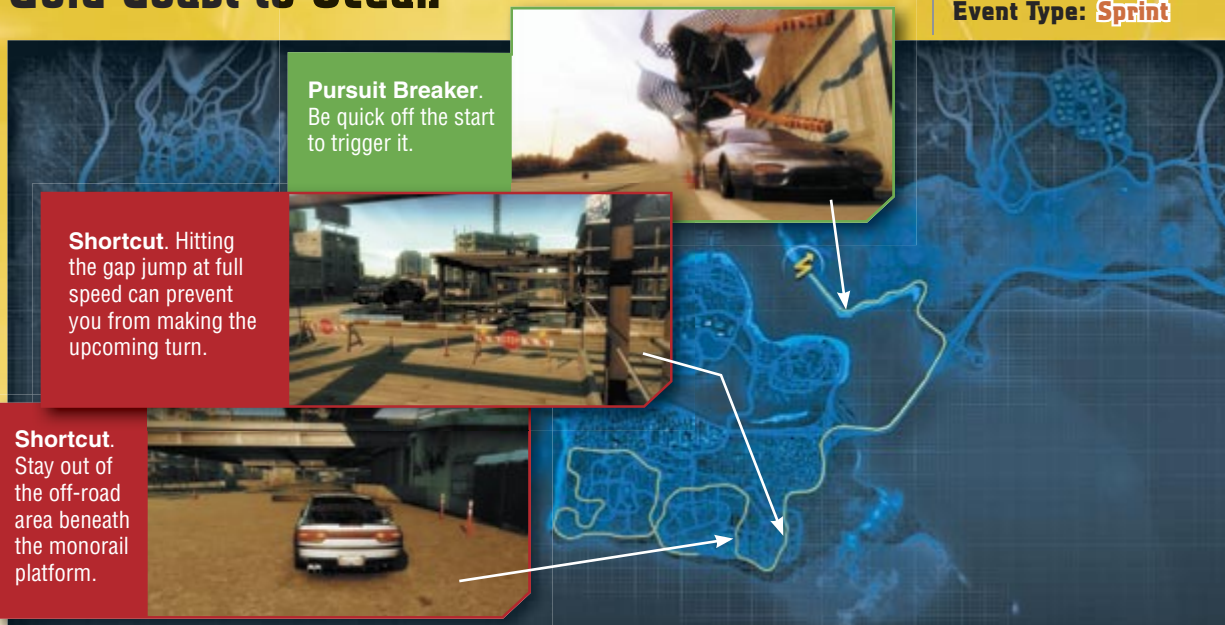
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Gold Coast to Ocean

Level: **5**

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **Yes**

Cash Reward: **\$8,000**

Domination Reward: **Style Boost**

XP: **18,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

I-20 Off-ramp

Level: **5**

Event Type: **Sprint**



Shortcut.
Launch off the pipe jump fly straight through the construction zone.



Shortcut.
Speedbreaker is necessary to get into this tight alley shortcut.



Pursuit Breaker x2.
Trigger these to block off the entire aqueduct.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$4,000**

Domination Reward: **Tires Boost**

XP: **9,000**

TCBPD Threat: **No**

Bay & Alena

Level: **6**

Event Type: **Sprint**

Pursuit Breaker. Drop the billboard on the inner track to block drivers behind you.



Caution. Take the left fork for the jump, or the right fork for a smoother level transition.



Fastest route.
Stay left through the forked sections.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$5,000**

Domination Reward: **Style Boost**

XP: **10,000**

TCBPD Threat: **No**

Tracks

Sprint

West Fasulo Bridge

Level: 6

Event Type: Sprint

Shortcut. The exit from the previous shortcut puts you in perfect line for the central route through this section; don't try to get into the far right dirt road or you'll end up losing too much speed.

Shortcut. Stay right at the fork and follow the dirt road.

Pursuit Breaker. Human opponents are more likely to be caught by this small PB, but it's worth a shot.



Number of Laps: N/A

Master Event: No

Cash Reward: \$5,000

Domination Reward: Parts Discount

XP: 10,000

TCBPD Threat: No

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West Valencia

Level: 6

Event Type: Sprint



Tuning. A bias toward acceleration, torque, grip, and stiff suspension will prove dominant on this track.



Shortcut. Stay left at the fork and follow the dirt track.



Caution. Be careful cutting through the highway construction site; the trailers are permanent obstacles that you can't drive through.

Number of Laps: N/A

Master Event: No

Cash Reward: \$5,000

Domination Reward: Engine Boost

XP: 10,000

TCBPD Threat: No

NEED FOR SPEED UNDERCOVER

Tracks

South Eastside

Caution. Dodging expressway concrete support pillars with a loose grip is a challenge; if you're sliding (and not on purpose) all over this section, tune your tires for more grip.



Level: **7**

Event Type: **Sprint**

Tuning. Long sections of off-road track call for a softer suspension to deal with the bumps.



Drift. Wide, sweeping turns make for ideal drifting conditions.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$5,000**

Domination Reward: **Suspension Boost**

XP: **12,000**

TCBPD Threat: **No**

Silverwood to I-10

Shortcut. Avoid traffic on the hill by staying left at the fork and following the dirt track.



Pursuit Breaker. Trigger the PB on the way through the truck stop to close off that path to drivers behind you.



Shortcut. Stay left where the track forks and head up through the neighborhood street.



Level: **8**

Event Type: **Sprint**

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$8,000**

Domination Reward: **Style Boost**

XP: **14,000**

TCBPD Threat: **No**

Tracks

Sprint

Gold Coast to Diamond

Level: 9

Event Type: Sprint

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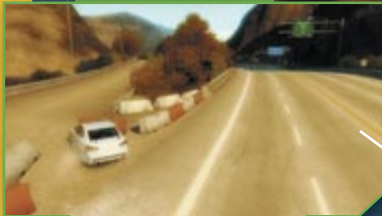
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Shortcut. Stay left at the fork and follow the dirt track up the hill.



Shortcut. Swing wide on the turn exit and break through the roadside barriers to follow the dirt track.

Shortcut. The TCBPD may have taken up pursuit by now; see if you can lose them on the dirt track.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$10,000**

Domination Reward: **Style Boost**

XP: **16,000**

TCBPD Threat: **Yes**

South Canyon Hwy

Level: 9

Event Type: Sprint

Shortcut. Trigger the crane PB on your way through to drop the pipes on pursuing cars.



Caution. On this tough event expect the competition to use shortcuts, too. Use your discretion on whether to use the off-road areas.



Shortcut. Taking the high road at the fork removes the traffic risk but requires a long NOS burst to keep your speed maxed on the final approach to the finish line.



Number of Laps: **N/A**

Master Event: **Yes**

Cash Reward: **\$20,000**

Domination Reward: **Brakes Boost**

XP: **32,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Southbridge & Gord

Level: 9
Event Type: Sprint

Caution. If you want to fly through the gap jump be warned, the following corner is very sharp and excessive speed can be disastrous here.

Tuning. Horsepower, top speed, and NOS duration should be your default bias for tracks like this with long, fast, straight highway sections.

Pursuit Breaker.

Bring down the massive highway sign to cause all sorts of chaos for the drivers behind you.

 Number of Laps: **N/A**

 Master Event: **No**

 Cash Reward: **\$10,000**

 Domination Reward: **Parts Discount**

 XP: **16,000**

 TCBPD Threat: **No**

West Mountain Hwy

Level: 9
Event Type: Sprint

Shortcut. Don't follow the dirt track shortcuts unless you've got lots of NOS that will sustain high speeds throughout.

Shortcut. Stay right at the fork and follow the dirt track.

Shortcut. Stay right and follow the pipeline shortcut through the cliffs.

 Number of Laps: **N/A**

 Master Event: **No**

 Cash Reward: **\$10,000**

 Domination Reward: **Engine Boost**

 XP: **16,000**

 TCBPD Threat: **No**

Tracks

Sprint

Canyon to Gold Coast

Level: 10

Event Type: **Sprint**

Alternate route. The high road or the low road? Decide based on immediate traffic conditions.



Caution. Watch for oncoming traffic in the observatory loop.



Pursuit Breaker. Bring down the entire gas station by driving through the pumps.

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$12,000**

Domination Reward: **Air Induction Boost**

XP: **18,000**

TCBPD Threat: **No**

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Gold Coast to I-10

Level: 10

Event Type: **Sprint**

Tuning. An uphill slog like this may require some fine-tuning to your car's performance.



Shortcut. Stay right and follow the dirt track around the inside of the big turn.



Shortcut. If you need to escape traffic, head up the off-road track and hit the NOS.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$12,000**

Domination Reward: **Brakes Boost**

XP: **36,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

Hillside & Hunter

Level: 10

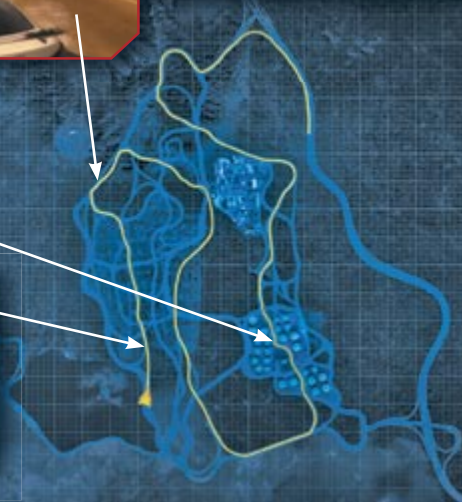
Event Type: **Sprint**

Caution. The shadows of the expressway at the turn exit hide a large concrete pillar. Avoid it at all costs.



Caution. While drifting this high-speed turn, be careful to avoid the center meridian.

Caution. High speeds combined with the uneven dirt to pavement transition can cause unexpected airtime and loss of control.



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$12,000**

Domination Reward: **Earnings Boost**

XP: **18,000**

TCBPD Threat: **No**

Bay Drive & Harbor

Level: 11

Event Type: **Sprint**

Shortcut. Stay right and break through the fence at Loh Shipping Ltd.



Shortcut. Cut across the grass underneath the overpass.



Drift. Slide through the dirt patch underneath the suspended pipe.



Number of Laps: **N/A**

Master Event: **Yes**

Cash Reward: **\$30,000**

Domination Reward: **Parts Discount**

XP: **40,000**

TCBPD Threat: **No**

Tracks

Sprint

Diamond & River

Level: 11

Event Type: **Sprint**

Caution. Hit the NOS; max your speed to make the jump from the cliff to the truck stop rooftop and beyond.

Shortcut. Stay right at the fork and follow the neighborhood back alley.

Tuning. A top speed bias proves its advantage on the straight home stretch along the interstate.

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$15,000**

Domination Reward: **Parts Discount**

XP: **20,000**

TCBPD Threat: **No**

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Gold Coast to Causeway

Level: 11

Event Type: **Sprint**

Shortcut. Veer left at the fork and follow the pipeline through both sections.

Caution. Don't take the off-road shortcut unless your suspension can handle the drop from the unfinished road jump.

Tuning. The car with the highest top speed can regain control during the long final interstate section.

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$15,000**

Domination Reward: **Suspension Boost**

XP: **20,000**

TCBPD Threat: **No**

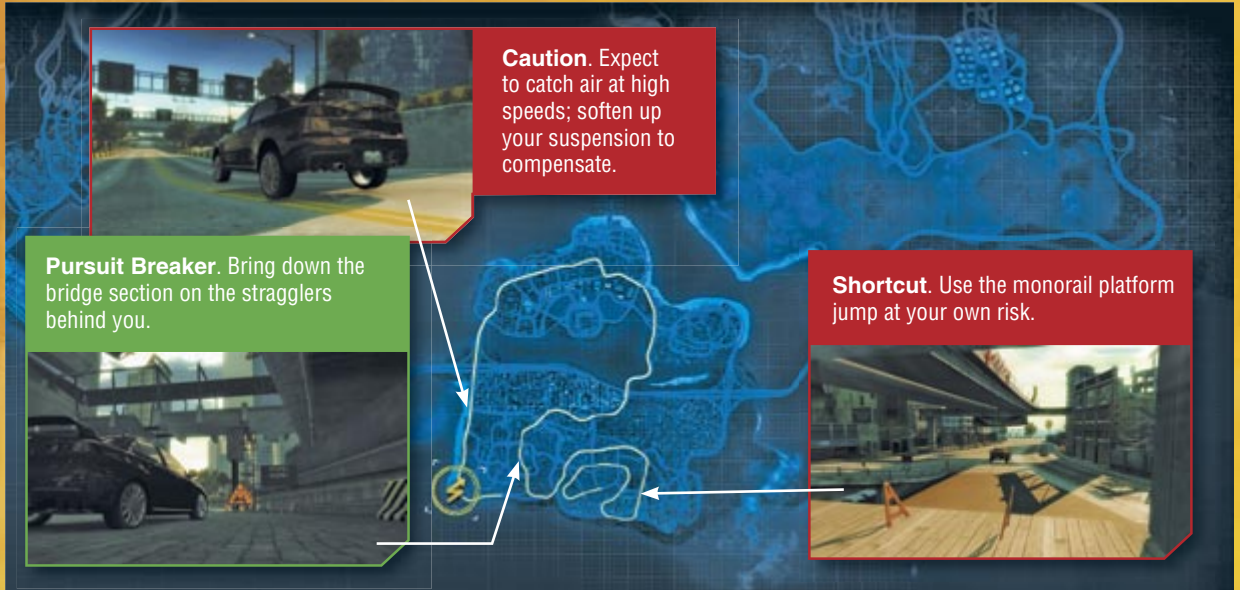
NEED FOR SPEED UNDERCOVER

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Gusa & Cross Slope

Level: 11

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$15,000**

Domination Reward: **Style Boost**

XP: **20,000**

TCBPD Threat: **No**

Valencia to Hillside Blvd

Level: 11

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$15,000**

Domination Reward: **Tires Boost**

XP: **20,000**

TCBPD Threat: **No**

Tracks

Sprint

I-5 to Tuscany Loop

Level: 11

Event Type: **Sprint**

Caution. Check your speed when approaching the tunnel. Too much speed on the preceding corner can put you in line for the tunnel's center pillar.



Shortcut. If you're quick, cut right through the truck stop.



Tuning. The car with the highest top speed can easily Dominate this fast track.

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Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$15,000**

Domination Reward: **Engine Boost**

XP: **20,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Sheridan & Willow

Level: 11

Event Type: **Sprint**

Tracks



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$15,000**

Domination Reward: **Engine Boost**

XP: **20,000**

TCBPD Threat: **No**

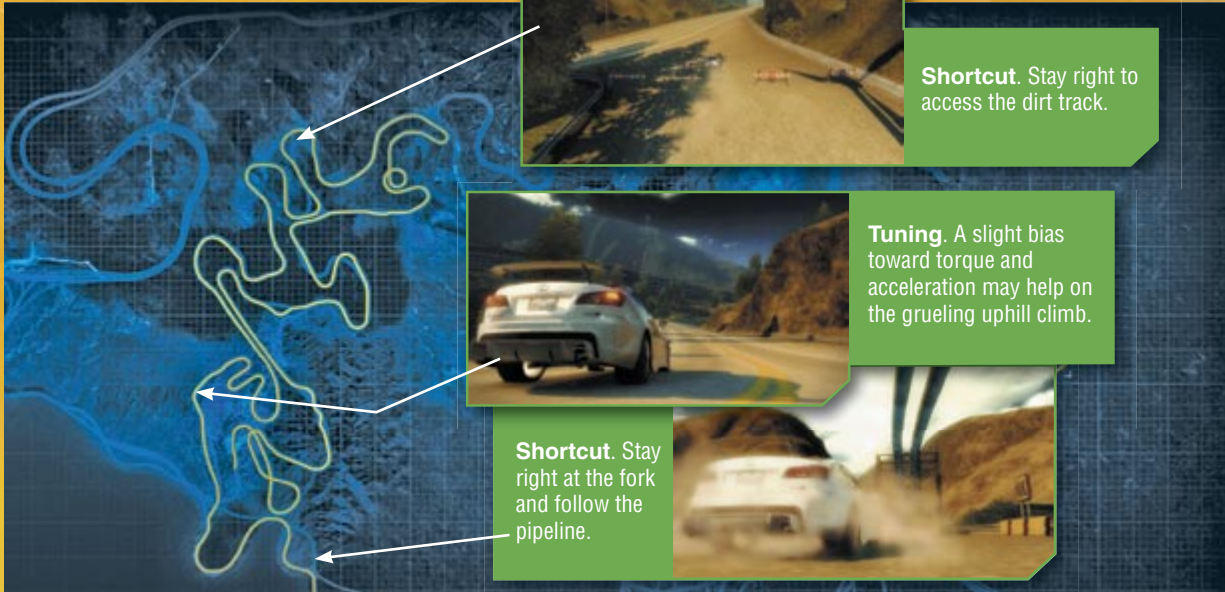
Tracks

Sprint

Gold Coast to Valencia

Level: 12

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$20,000**

Domination Reward: **Style Boost**

XP: **22,000**

TCBPD Threat: **No**

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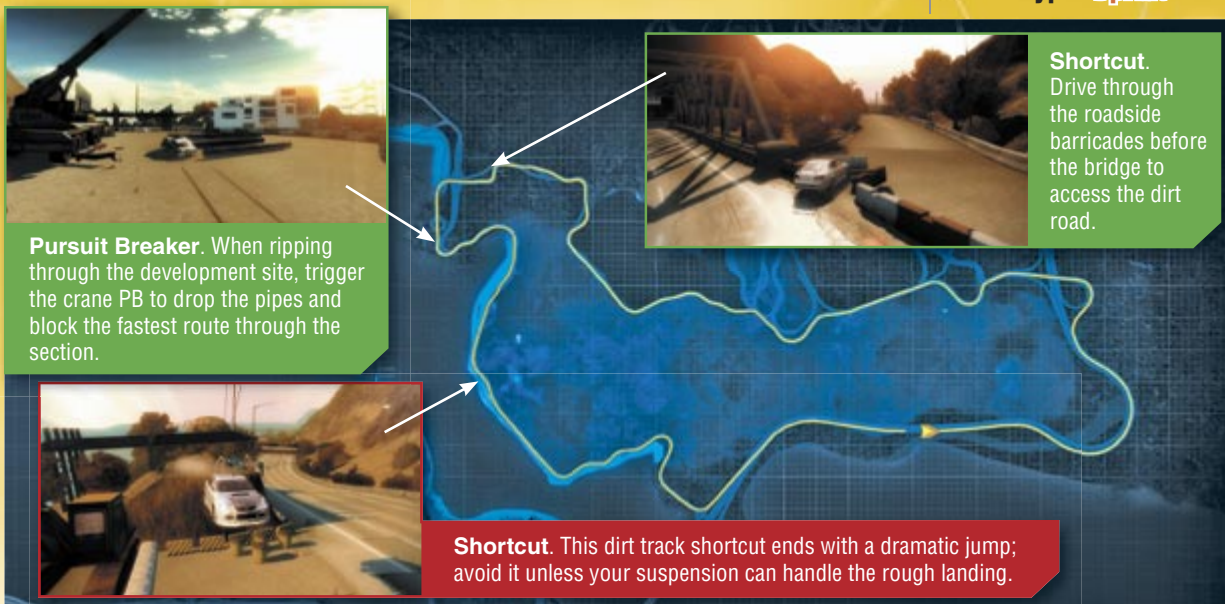
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I-5 Loop

Level: 12

Event Type: **Sprint**



Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$20,000**

Domination Reward: **NOS Boost**

XP: **22,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

I-5 to Hillside Blvd

Level: **12**

Event Type: **Sprint**

Caution. When busting out high-speed drifts on this turn, avoid colliding with the central tunnel foundation ahead.

Shortcut. Smash through the fence and head uphill on the dirt track.

Shortcut. Blast right through the red and white barriers to follow the dirt road.

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$20,000**

Domination Reward: **Earnings Boost**

XP: **22,000**

TCBPD Threat: **No**

Morin to Closs Slope

Level: **12**

Event Type: **Sprint**

Fastest route. Stay right if you're not already at top speed. If you are, either side will do.

Tuning. Top speed, horsepower, grip, NOS duration are the keys; drop the hammer as soon as you hit the highway.

Pursuit Breaker. Bring down the highway sign to stir up the chaos for the unfortunate drivers eating your dust.

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$20,000**

Domination Reward: **Suspension Boost**

XP: **22,000**

TCBPD Threat: **No**

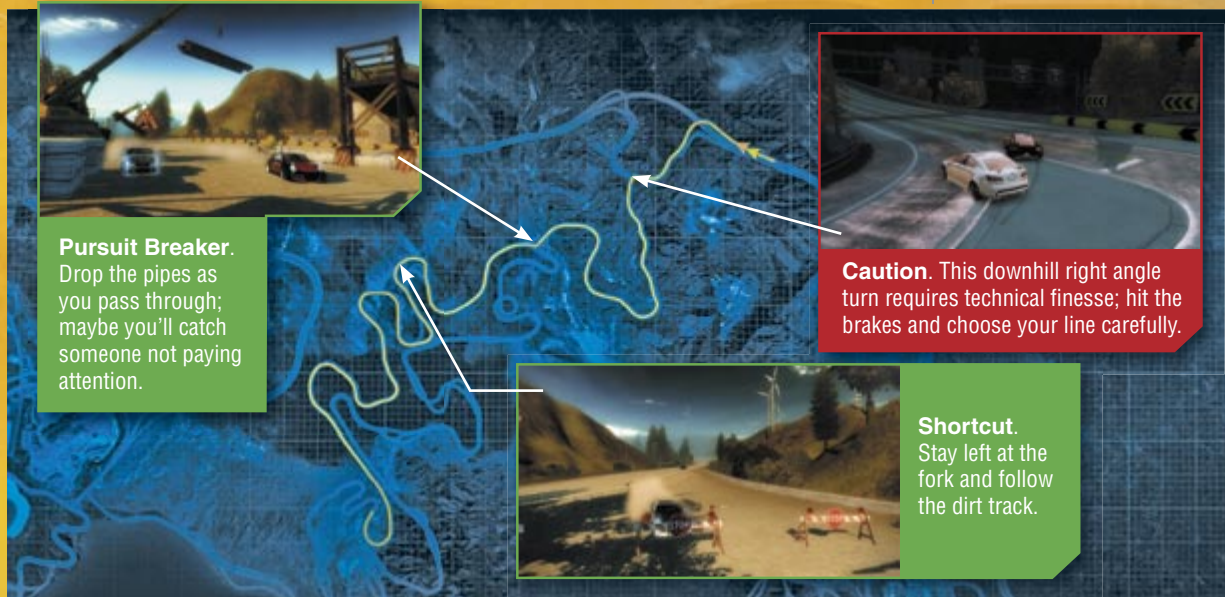
Tracks

Sprint

Rollercoaster

Level: 12

Event Type: Sprint



Pursuit Breaker. Drop the pipes as you pass through; maybe you'll catch someone not paying attention.

Caution. This downhill right angle turn requires technical finesse; hit the brakes and choose your line carefully.

Shortcut. Stay left at the fork and follow the dirt track.

Number of Laps: N/A

Master Event: No

Cash Reward: \$20,000

Domination Reward: N/A

XP: 48,000

TCBPD Threat: No

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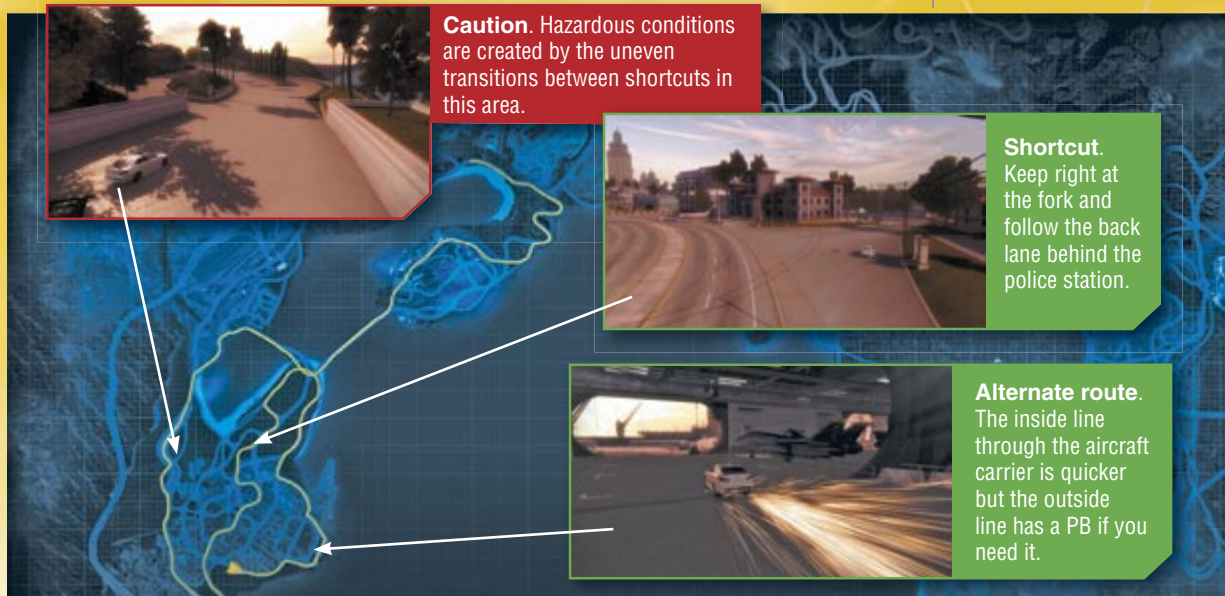
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East Naval Access

Level: 13

Event Type: Sprint



Caution. Hazardous conditions are created by the uneven transitions between shortcuts in this area.

Shortcut. Keep right at the fork and follow the back lane behind the police station.

Alternate route. The inside line through the aircraft carrier is quicker but the outside line has a PB if you need it.

Number of Laps: N/A

Master Event: No

Cash Reward: \$25,000

Domination Reward: Engine Boost

XP: 24,000

TCBPD Threat: No

NEED FOR SPEED UNDERCOVER

Tracks

Gold Coast Off-ramp



Shortcut. It's not obvious from the turn's layout but the semi-hidden shortcut does provide a faster line.

Shortcut. If you're up for some off-road action, the two dirt roads here provide a straight line that bypasses the following turns.



Pursuit Breaker. Try to catch unsuspecting drivers off guard with these falling rocks.



Level: 13

Event Type: Sprint

Number of Laps: N/A

Master Event: No

Cash Reward: \$25,000

Domination Reward: Engine Boost

XP: 24,000

TCBPD Threat: No

North Gord Avenue



Shortcut. Hit the NOS and rip through the straight dirt track at the trailer park.



Shortcut. Smash through the fence and head uphill on the dirt track.



Level: 13

Event Type: Sprint

Caution. Pick and commit to a line early. The exit of this turn is split by the highway divider, which can be a choke point when multiple cars are involved.



Number of Laps: N/A

Master Event: No

Cash Reward: \$25,000

Domination Reward: Brakes Boost

XP: 24,000

TCBPD Threat: Yes

Tracks

Sprint

East I-85

Fastest route. Stay right through the forked interstate sections to access the lower tunnel.

Level: 14

Event Type: Sprint



Tuning. Top speed all the way—need we say more?



Caution. All the narrow, two-lane tunnels are unforgiving choke points. An accident inside a tunnel can easily ruin your performance.

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Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$30,000**

Domination Reward: **Style Boost**

XP: **26,000**

TCBPD Threat: **No**

NEED FOR SPEED UNDERCOVER

Tracks

I-85 to Inlet Expressway

Level: **14**

Event Type: **Sprint**



Tuning. A bias toward acceleration, torque, grip, and stiff suspension prevails; especially in the tight lanes of the shipping area.

Pursuit Breaker. Drop the shipping crates to block drivers behind you.



Shortcut. The entrance can be hard to see; keep an eye out for it before busting straight through the power station fence.

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$30,000**

Domination Reward: **Suspension Boost**

XP: **26,000**

TCBPD Threat: **No**



Tracks

Sprint

South Inlet Bridge

Level: 14

Event Type: **Sprint**



Caution. The uneven streets in Port Crescent can put the damper on your suspension setup.

Drift. Break out the NOS and slide this entire high-speed, wide corner.



Tuning. A top speed/horsepower bias proves itself on the significantly straight interstate sections.

Number of Laps: **N/A**

Master Event: **No**

Cash Reward: **\$30,000**

Domination Reward: **Tires Boost**

XP: **26,000**

TCBPD Threat: **No**

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Take it Online

ONLINE COMMUNITY //////////////

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NEED FOR SPEED | UNDERCOVER

Take it Online

Linking Your Online Account to an EA Account

You need to link your Gamertag or PS Network Account to an EA Account to access the online features of *Need For Speed Undercover*. If you have already linked your Gamertag or PS Network Account to an EA Account, you can play online instantly. If you have not yet done so, you'll be prompted in the game to sign in with an existing EA Account or to create a new EA Account. Once the account is linked to your Gamertag/PS Network Account, you can then play online. Linking to an EA Account is easy: all it takes is an e-mail address and a password.

Your e-mail address and password are also your login to NeedforSpeed.com. Join the online community now!

note

Note: You can link your Gamertag or PS Network Account to an EA Account or manage your EA Account on the web at NeedforSpeed.com. You can also visit profile.ea.com to update your account information and retrieve lost passwords.

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Online Community

[NeedForSpeed.com]

This is where to go for all the latest community news, media, forums, and updates. Participate in community events, upload statistics, and share your content to prove you are the best racer out there! Be sure to check often for updates and info on all things *Need for Speed*.

note

Check out www.needforspeed.com

[SpeedHunters.com]

For the car fanatics in all of us, SpeedHunters.com is a car culture blog site from the *Need For Speed* team. They've hooked up with their favorite automotive writers, photographers, and drivers from across the globe to bring you a daily dose of car features, professional driver blogs, Internet stories, HD short films, event galleries, and automotive diatribes. If you love racing, you'll love this site.

note

Check out www.speedhunters.com

NEED FOR SPEED UNDERCOVER

My Cars



The online Garage works a bit differently than the career Garage. It's a separate space where your money is no good, just build up the car of your dreams and take it online to find out who is truly the best. It's important to note that the availability of items, both cars and upgrades, are unlocked as you progress through career so even though your online Garage is a special, separate Garage, you still need to work toward unlocking everything to use it all online.

Cops and Robbers



note

In addition to the Cops and Robbers game mode online, you can also enter Circuit or Sprint modes; refer to "The Basics" chapter for strategies to win these races.

While playing online you've got access to all the race types in career that you should have a excellent handle on if you've played the game. However there is one new online-only game mode that stands out among the rest: Cops and Robbers.

Two teams face off in a free-roam, city-wide, smash-and-grab battle royale: robbers, who race to pick up stolen cash and deliver it to select drop-off points before the timer runs down, and cops, who chase the crooks down and bust them. Simple, easy, and chaotic!

The teams take turns being on either side of the law, so you'll get a chance to play as both Cops and Robbers in the two-round games. Even these events can be Dominated, but you'll have to master both sides of the law to do it.

Take it Online

[Robbers]

Play as a robber and try to get the money to the drop-off point without getting busted by the cops—easy right? Only one robber can pick up the money at a time and attempt to get to the drop-off point before time runs out. Once you pick up the money, the drop-off point spawns and you only have a short amount of time to get there. You earn points for your team as the robber by successfully dropping off the money.



tip

Protect the robber with the money by any means necessary! Block, ram, and P.I.T. the cops in the chase to prevent them from busting the cash-carrier.

[Cops]

Play as a cop and try to bust the robbers before they can get money to the drop-off point. You stand a better chance of busting the robber with the money if you stay close together and use group tactics. All of the tactics used in career mode against you also work here. If you coordinate as a team, it's entirely possible to lock down the robbers and prevent them from getting away. Communication is key, though, if you want to bring them down—a team of cops each doing their own thing will have limited success.



tip

Remember you can either bust the robber or just prevent them from reaching the drop-off point in time. If the first strategy is proving to be too difficult, use the latter.

The most effective way to win and score points for your team is to have as many cops as possible execute a bust in much the same way you have been busted in career. Use many police vehicles to slow the robber's car down until he's busted; the most important factor here is that the more cars that participate in the bust, the faster it happens! However, if things are way too chaotic to get a bust, just keep the robbers distracted until the time runs out.

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Hiding Spots

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The GTCB Area Chamber of Commerce would like to extend the warmest of welcomes to all of our new visitors. Our new information brochure shows you a snapshot of what our great city can offer by way of gorgeous geography, stunning vistas, and scenic areas of interest. Refer to our map often to find features that you may have already driven past several times but not had the chance to enjoy.

We hope you enjoy
your stay!



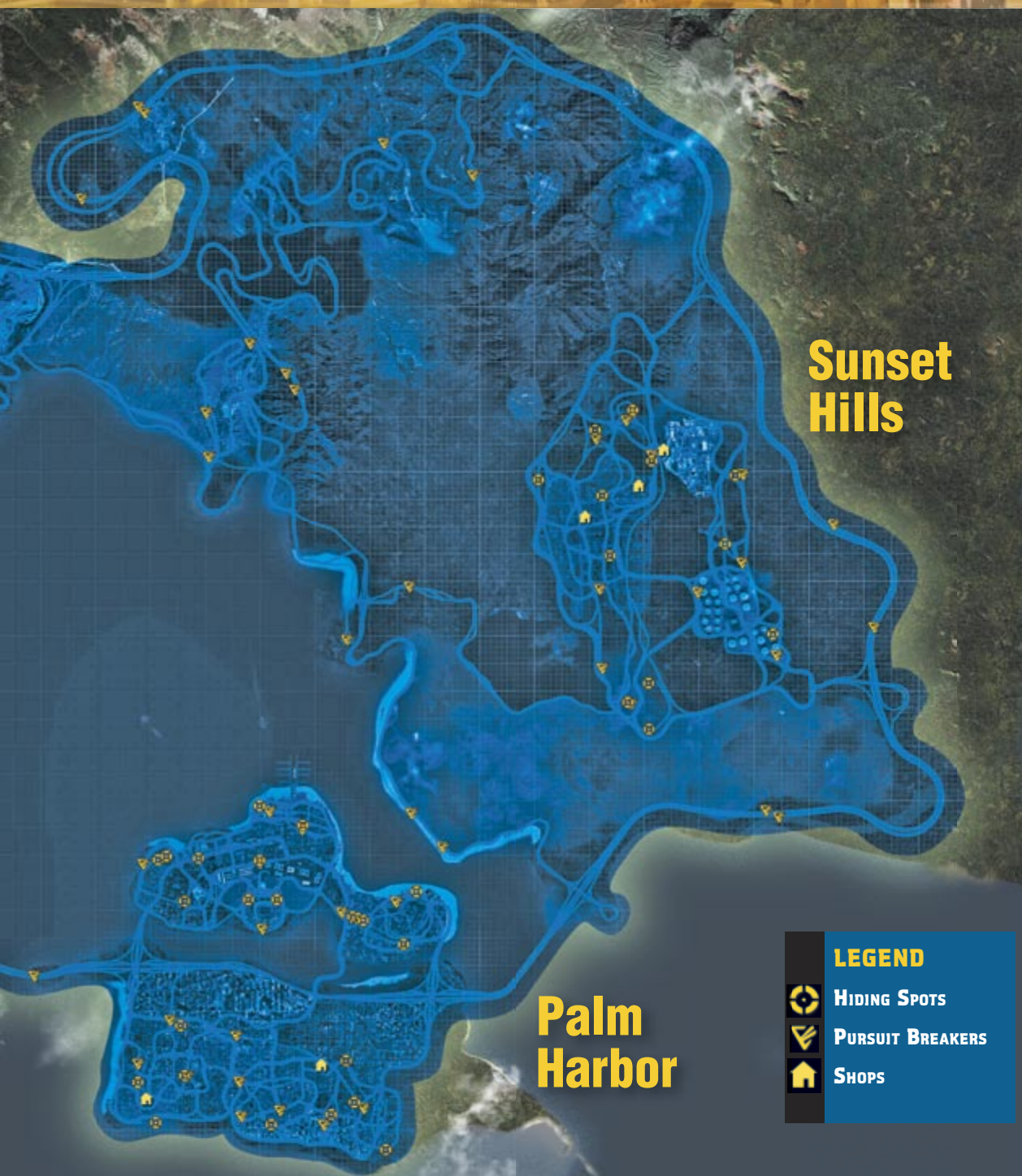
Gold
Coast

Port
Crescent



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Sunset Hills

Palm Harbor

LEGEND



HIDING SPOTS



PURSUIT BREAKERS



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SHOPS



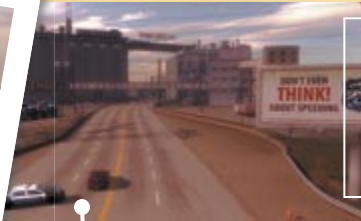
PURSUIT BREAKERS



HIDING SPOTS



Silo - OK, this dead end isn't exactly a secret but it's quite a blind corner if you're travelling south. Use it to throw off pursuers.



Vista • Shiao Silo Ltd

The Shiao Silo company's massive industrial complex in Port Crescent—tourists are advised to avoid this area.

Port Crescent

Gold Coast



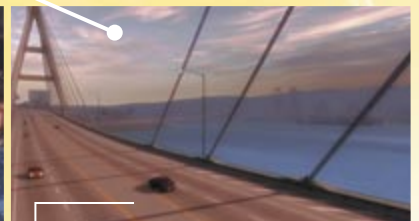
Vista • PC Estate

Port Crescent is home to some of the grandest luxury residences in the GTCB area. Tours can be arranged with numerous agencies throughout the city.



Vista • PC Super Port

The superport in Port Crescent is a thriving hub of activity where all imports and exports are loaded by friendly and hygienic longshoremen.



Vista • Inlet Bridge

The Inlet Bridge connects the vast water crossing in Port Crescent.

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Vista • Valencia Hills

Windmills dot the landscape, engaging visitors in lofty dreams where people speak other languages—these hills inspire European flair through and through.

Vista • Golden Hairpin

High-elevation roads are carved into the steep rock faces in the Gold Coast Mountains.

Vista • Switchbacks

This mountain highway is a favorite of the local tuner car enthusiasts; the stacked switchbacks are an ideal location to practice high-speed racing on our bi-annual GTCB closed course race events.

Vista • Engineering Feat

A challenge for engineers, construction of the highway through the Gold Coast Mountains, with its high-elevation switchbacks and numerous tunnels, was a feat of modern engineering.

Vista • Rocky Point Gondola

With new developments comes new recreational tourist activities. We're proud to announce that the Rocky Point Gondola is nearing completion. Soon it will carry sightseers high into the mountains.



Jump 6

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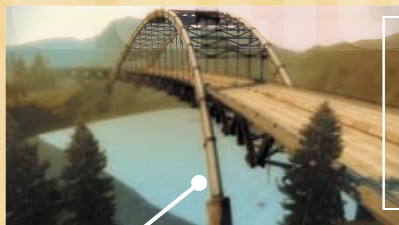
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Recreation



Vista • GC Centennial Bridge

The Gold Coast Centennial Bridge is one of the largest monuments across open water in the entire state. The majestic view must be seen to be believed.

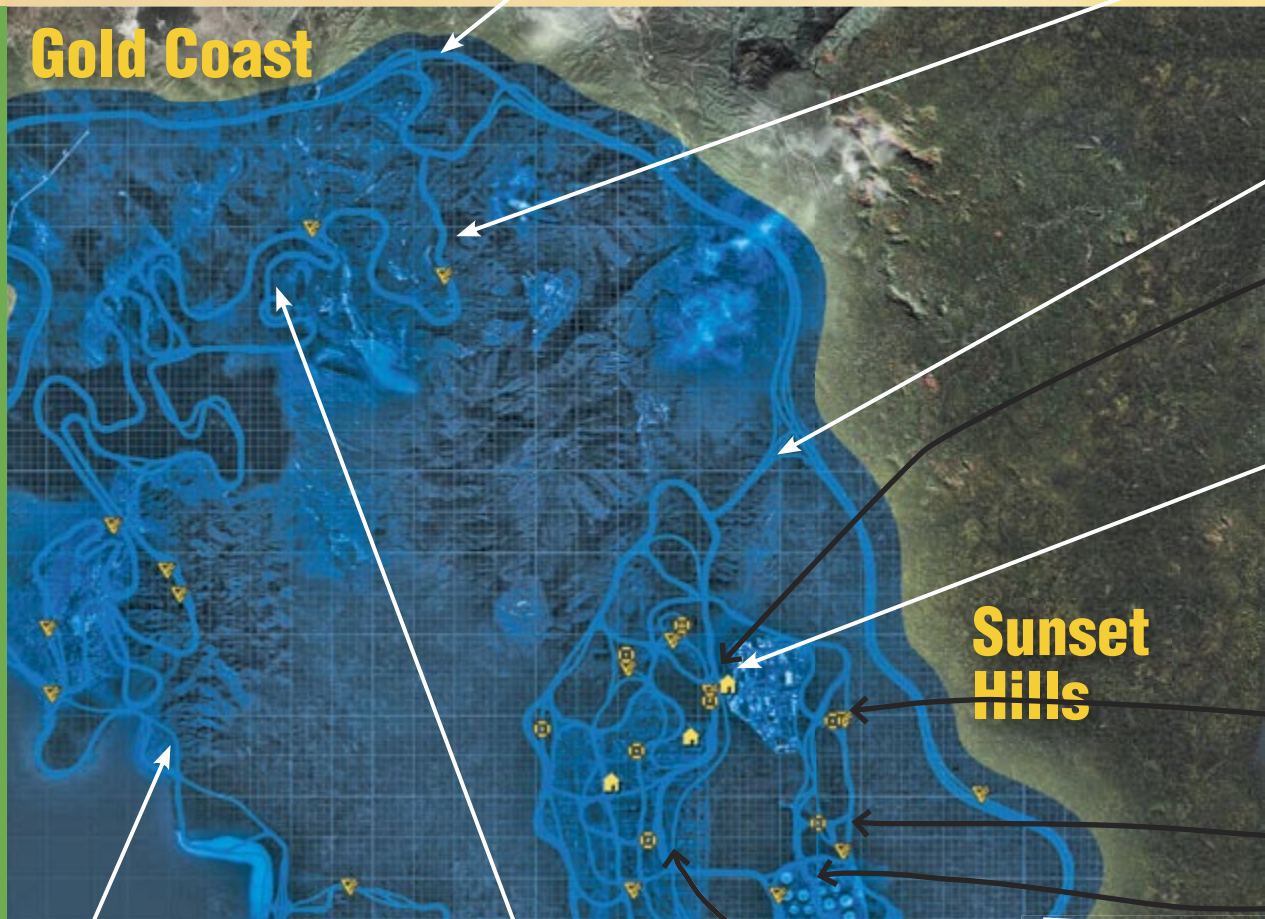
Gold Coast

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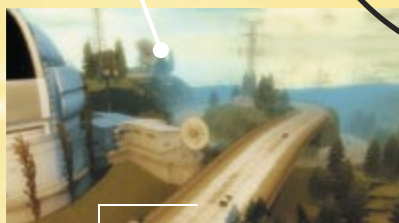


Sunset Hills



Vista • Pipeline

The Gold Coast pipeline winds through the mountains over rough terrain; this area is popular with off-road enthusiasts, but recreational drivers should proceed with caution.



Vista • Observatory

The state observatory is located at a dramatic highway loop. This scenic roadway is perfect for aspiring photographers.

drifters



Jump 3

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Welcome to the Tri-City Bay Area

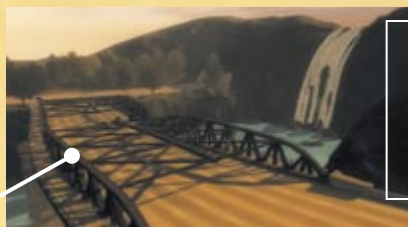
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Vista • Canyon Highway

The Canyon Highway is a Gold Coast favorite—a long stretch of open road popular with Sunday drivers.

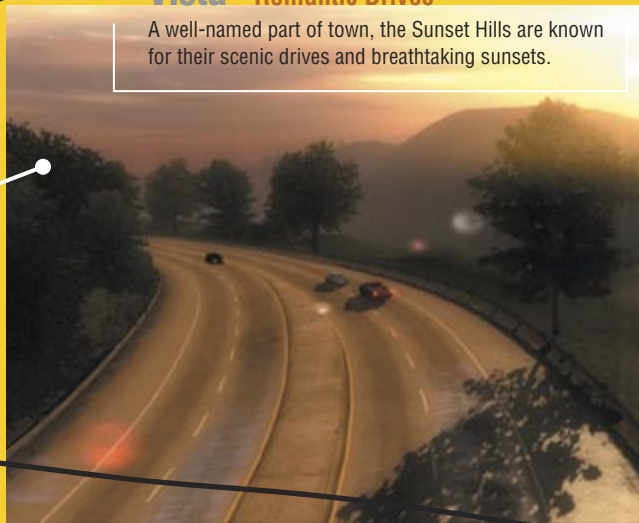


Vista • I-10 Connection

The I-10 connector is set upon a marvelous stage, complete with one of the highest waterfalls in the state.

Vista • Romantic Drives

A well-named part of town, the Sunset Hills are known for their scenic drives and breathtaking sunsets.



Jump 5a - High speeds carried off the ledge will get you to the roof of the truck stop.



Jump 5b - Use Speedbreaker and brake hard to stay on the roof and completely throw off the PD.

Jump 2a



Jump 2b



Jump 1



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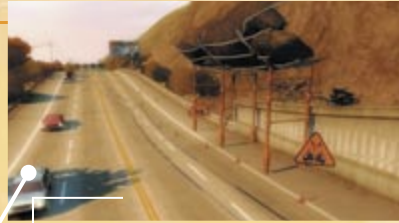
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Vista • Pure Luxury Development Site

One of the newest and most popular developments is the Pure Luxury villa site. This one is selling fast; interested parties should contact the developers immediately.



Vista • Gold Coast Highway North

A dramatic route, the highways along the Gold Coast can also be dangerous—watch for falling rocks.



Secret 2 -
This platform in the casino construction site is almost completely inaccessible to the PD. Use it.

SHOPS



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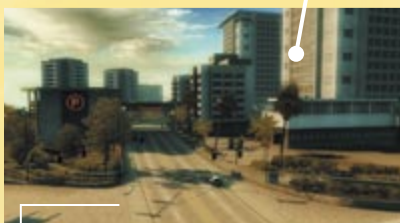


HIDING SPOTS



Sunset Hills

Palm Harbor



Vista • Palm Harbor Hospital

Palm Harbor Hospital is conveniently located in the heart of our hospitable city.



Vista • Harbor View

The Palm Harbor waterfront is thriving with development. While visiting the area, please heed all construction signs.

Jump 13



Jump 12



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Vista • Mountain Highway

Looking for a relaxing drive? There are numerous routes to explore along our famous Mountain Highway.



Vista • Waste Treatment

The treatment plant in Sunset Hills is off-limits to visitors. Please contact the municipality if access is required.



Vista • Southbridge

Southbridge is an old converted rail bridge that crosses the lake, high in the Sunset Hills.



Vista • Silverwood Dam

The massive Silverwood Dam provides a constant source of water to the waste treatment plant across the street. Visitors are highly encouraged to visit this area when there's a strong headwind.



Vista • I-5

Visitors are encouraged to explore the lush geography to the east of Palm Harbor; coastal roads and temperate forests are a highlight.



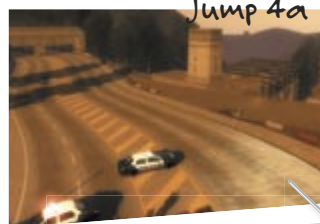
Vista • Lighthouse

The Sunset Hills lighthouse is a popular destination for sightseers.



Vista • Infrastructure Improvements

Many new routes are under construction along the water; be cautious when exploring unfinished roadways.



Jump 4a



Jump 4b



Jump 10 - Check out the casino site. There's a dirt gap jump up onto an unfinished monorail platform that's perfect for eluding pursuers.



Fresh Take Jump - Check out the gap jump at the Fresh Take development. It's a good place to confuse the cops.

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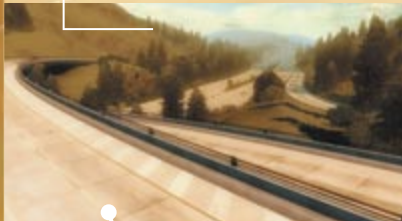
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Vista • I95 Connection

The I-95 connection is one of the most important links between all the municipalities in Tri-City.



Vista • Town Hall

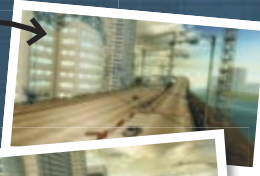
Central Port Crescent is home to an elegant collection of Old-World charm and architecture; ~~be sure to visit the wide, open spaces.~~



Nitrous drifting will surely impress locals.

Port Crescent

1 - Hey, this off-ramp leads to a new section of expressway that's off the TCBPD's grid.



2 - Make the jump to the isolated platform and across to the far stretch of road.



3 - This entire road section is out of bounds—the PD can't follow you here. Use this area to get the drop on any pursuit.

Palm Harbor

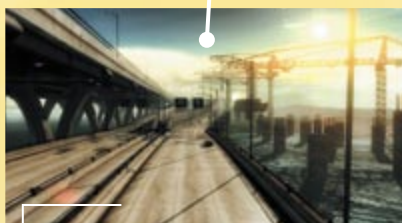
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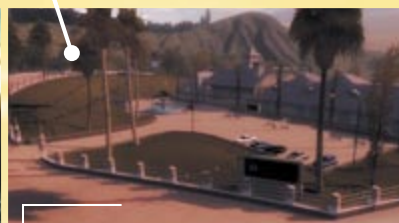


HIDING SPOTS



Vista • Harbor Bridge

The western approach to Palm Harbor is a dramatic drive. Visitors can experience first-hand the rapid development our lovely city has been blessed with.



Vista • PC Country Club

The Port Crescent Country Club is a highly reputable, membership-only facility based on some of the most enthusiastically manicured private property in the city.



Vista • PC Naval Station

The Port Crescent Naval Station contains both the largest dock facilities and the naval museum based in the moored aircraft carrier. Tours of the station take visitors straight through the hull of the ship!

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Vista • Cruise Ship Terminal

The cruise ship terminal is located on the north shore of Palm Harbor along a scenic waterfront drive.

Pursuit • Aqueduct

Two pursuit breakers in the aqueduct make a perfect spot to lure pursuing cops.

Vista • Skyline

The gardens at the waterfront tower are perfect for afternoon tea. Nearby is the World Expo site where tours are conducted daily.

Vista • Progressive Stadium

Our newly named Progressive Stadium is the center of operations for the city's one and only #51. Catch a game while you're in town, but be sure to use the upper levels for parking as the crowds haven't found this gem yet.

Vista • Downtown Core

Downtown Palm Harbor is both our urban hub and a showcase of the finest contemporary architecture in the country.

Vista • Beautiful Bay View

Palm Harbor was named for the bountiful native palm forests that ~~thrive in and around the area~~ were mowed down to make way for a modern glass and steel forest of skyscrapers

Vista • Financial District

The financial district is the base of operations for Tri-City's largest companies. Winding park-lined streets make rings around numerous skyscrapers.

Jump 8



Jump 9



Jump 7



Monorail Station - At the monorail station, use the tight tracks between trains to bottleneck multiple pursuers.



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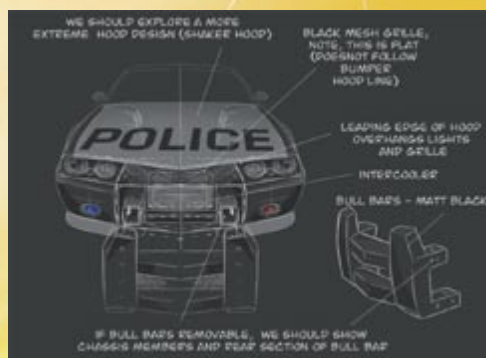
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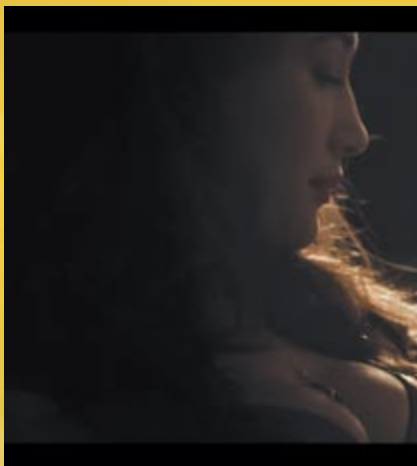
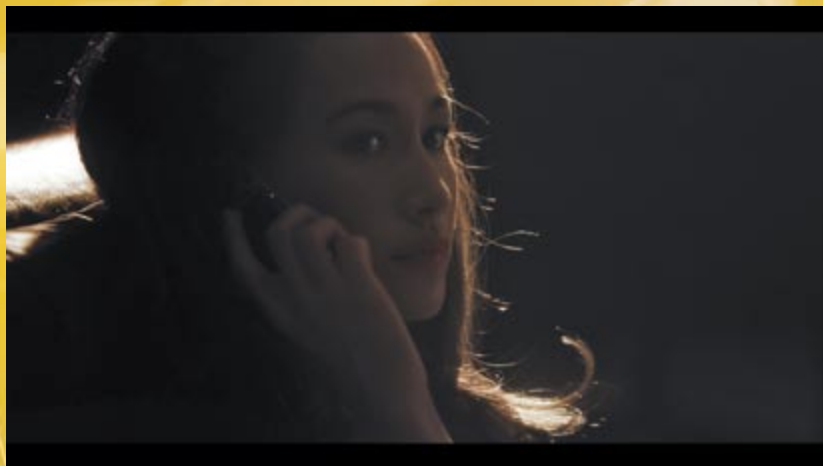
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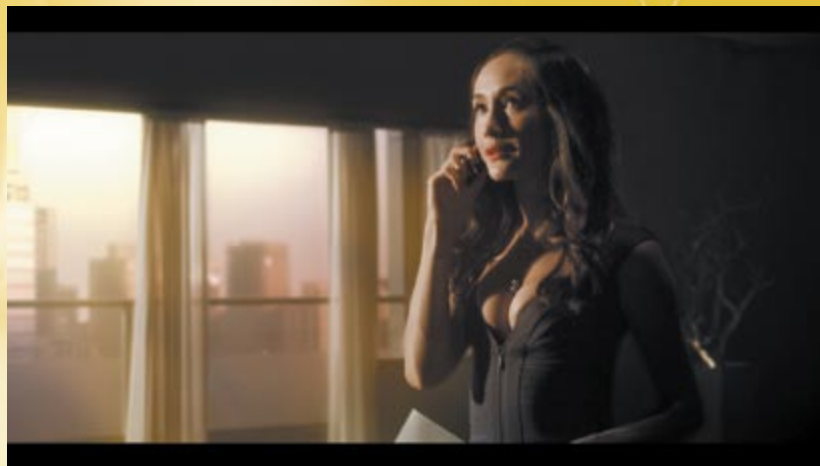
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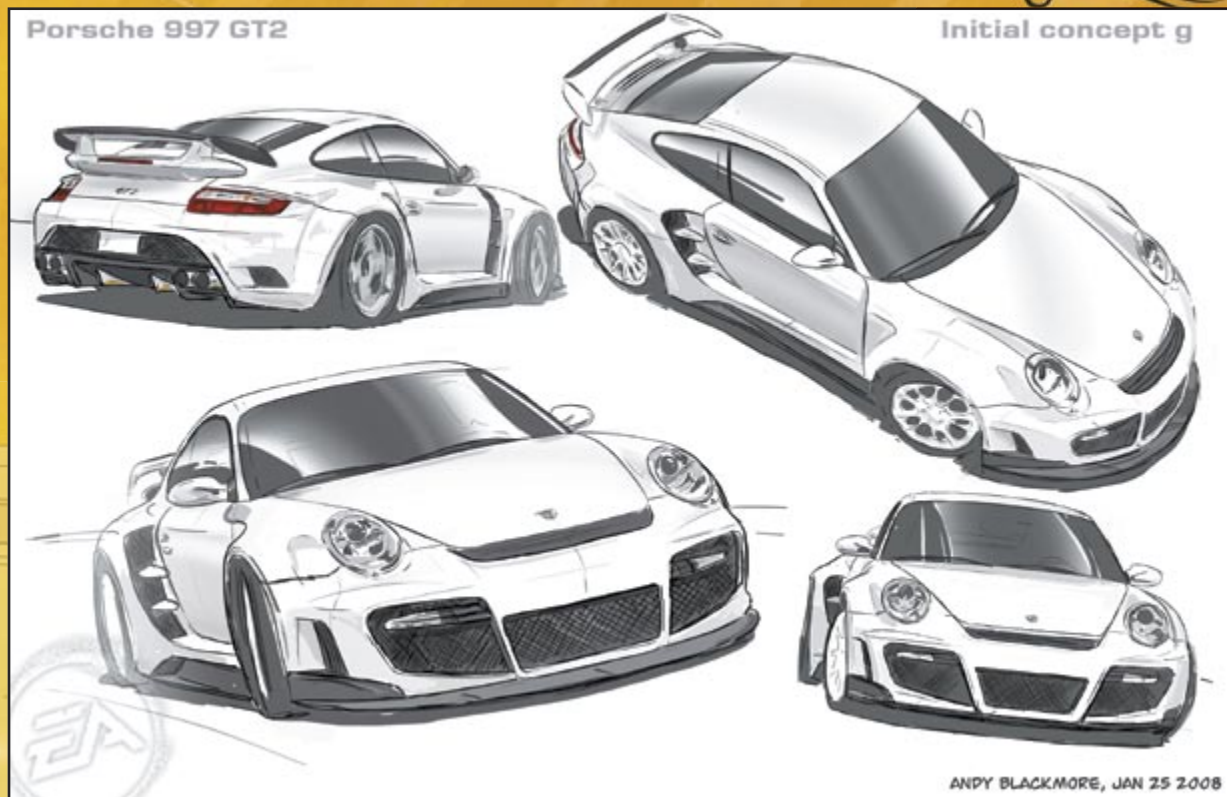


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Porsche 997 GT2

kit concept nfs09



ANDY BLACKMORE, FEB 2008

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ANDY BLACKMORES, FEB 2008

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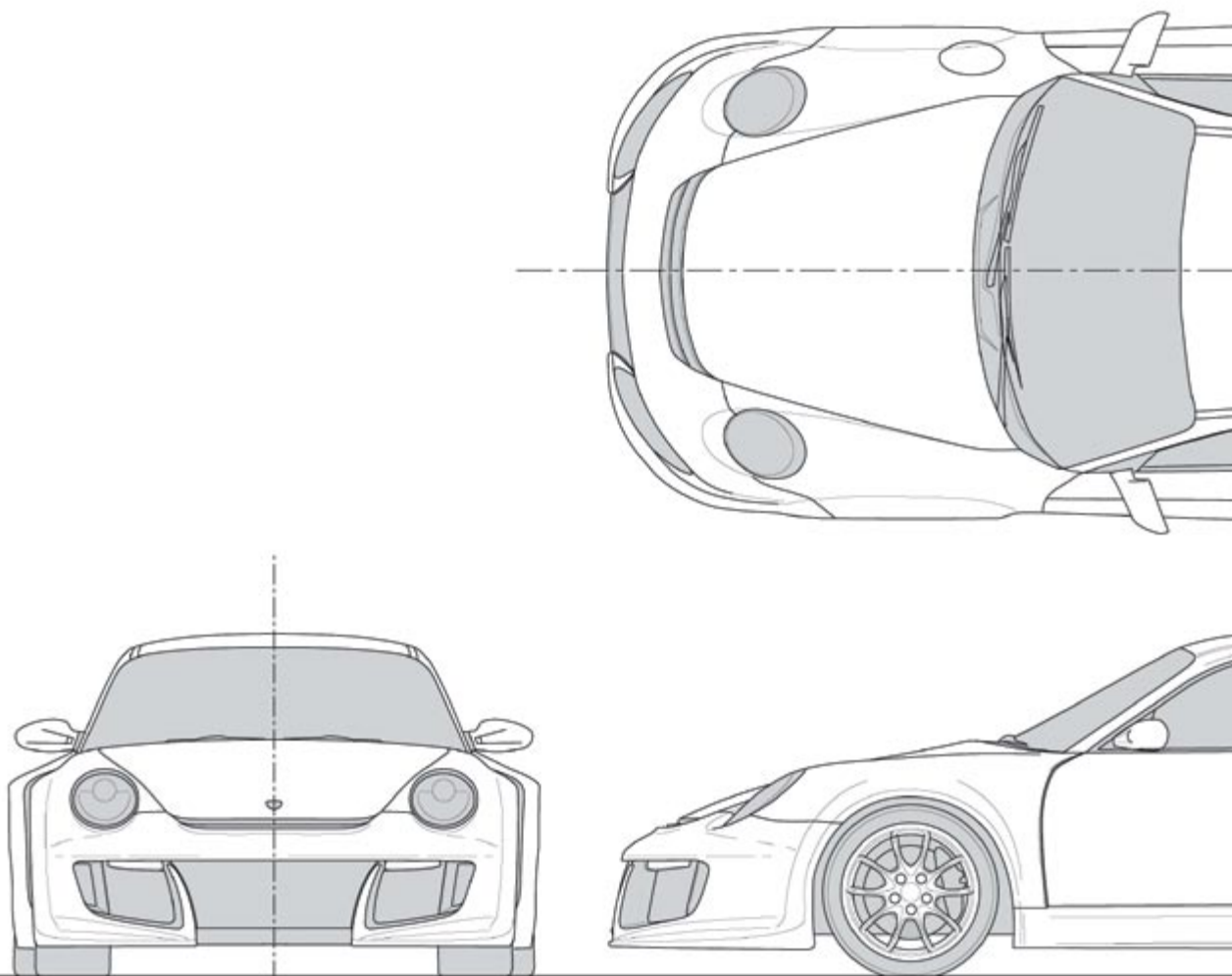


ANDY BLACKMORES, FEB 2008

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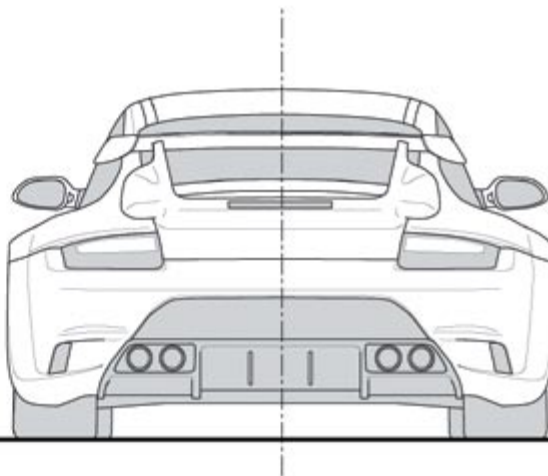
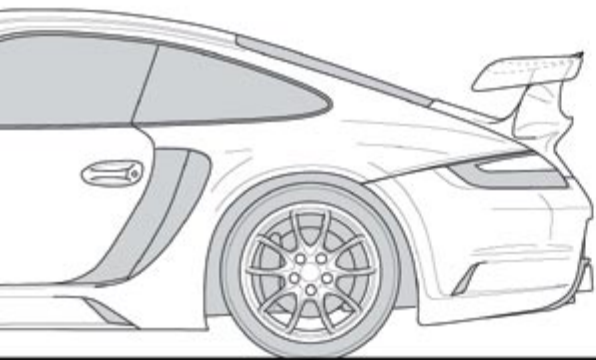
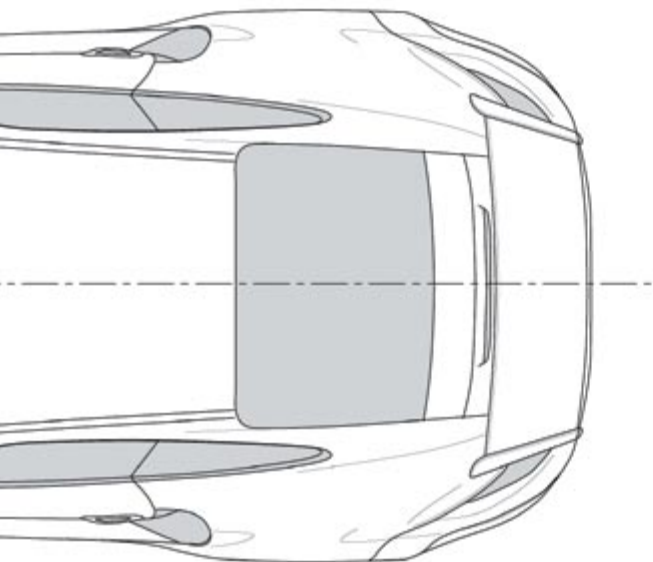
Porsche 997 GT2



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ANDY BLACKMORE, MARCH 2008

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Unlocked at Career Start

Required Wheelman Level: N/A

Tier 4 Cars

Ford Escort Cosworth RS
Lotus Elise
Ford Focus ST
Mazda RX-8
Pontiac Solstice GXP
Nissan Silvia (S15)
Cadillac CTS-V
Volkswagen R32
Volkswagen Scirocco
Mazda Mazdaspeed 3
Chevrolet Camaro SS
Pontiac GTO
Plymouth HEMI® Cuda
Nissan 240SX (S13)

Visual Parts

Paint Finish Matte
Paint Finish Metallic
Paint Finish Chrome
Paint Finish Candy
Paint Finish Iridescent
Paint Finish Pearlescent
Paint Finish Gloss
Vinyl Group Flags
Vinyl Group Numbers
Aftermarket Body Kit Stock /
Stock Autosculpt™
Hood Stock / Stock Autosculpt™
Wheel Stock
Wheel 5Zigen FN01R-C
Wheel ADR Adrenaline
Wheel BBS CH
Wheel Center Line Dagger
Wheel Enkei NT03+M
Wheel Iforged Aero
Wheel KÖNIG Blatant
Wheel Racing Hart Multi C4
Wheel Volk TE37
Wheel American Racing Shelby Razor
Wheel Löwnhart LDR
Wheel TSW Mondelo
Wheel Team Dynamics Monza R
Wheel Work CR Kai
Wheel 5Zigen Gravis I
Wheel BBS GT
Wheel Concept Hayes M05
Wheel Enkei J Speed 3
Wheel HRE 943R

Wheel Kinesis K18 R
Wheel RO_JA Formula 1
Wheel Racing Hart CX
Wheel Tenzo R Psycho
Wheel Volk CE28N
Wheel Weld Kruiser
Wheel Center Line Indy
Wheel Löwnhart BR5
Wheel Work VS-KF
Wheel ADR Empire
Wheel American Racing Torq-Thrust II
Wheel BBS LM
Wheel Iforged Evolution
Wheel Racing Hart CP-F Tune
Wheel Team Dynamics Savage
Wheel Enkei ES-Tarmac
Wheel KÖNIG Imagine
Wheel Löwnhart LC1
Wheel RO_JA Formula 2
Wheel TSW Rocket 5
Wheel Tenzo R RS-5
Wheel Weld Legacy
Wheel 5Zigen Hyper 5ZR
Wheel BBS RK
Wheel Center Line Retro
Wheel Concept Hayes M06
Wheel HRE 541R
Wheel Volk GTP
Wheel Work Euroline S2H
Wheel American Racing Torq-Thrust ST
Wheel Kinesis K28 R
Wheel Racing Hart RS 521
Wheel ADR GT-Sport
Wheel BBS LM-R
Wheel Iforged Marquis
Wheel RO_JA Formula 7
Wheel Team Dynamics Equinox
Wheel Tenzo R Shu 10
Wheel Enkei WRC Tarmac
Wheel TSW Laguna
Wheel Weld Alumastar
Wheel 5Zigen Super Six
Wheel American Racing AR500
Wheel Arelli Geneva
Wheel Arelli Venitian
Wheel BBS RS GT
Wheel Center Line Viking
Wheel Concept Hayes M07
Wheel Enkei WDM
Wheel HRE 549R
Wheel KÖNIG Theory

Wheel KÖNIG Coastal
Wheel KÖNIG Hotswap
Wheel Löwnhart LE1
Wheel Löwnhart LSR
Wheel Löwnhart LT5
Wheel Racing Hart RS CP-510
Wheel Savini SV16
Wheel Savini SV17
Wheel Savini SV18
Wheel Savini SV71
Wheel Savini SV72
Wheel Volk GTS
Wheel Work Euroline FE
Wheel ADR M-Sport
Wheel Iforged Emotion
Wheel Kinesis K88
Wheel American Racing Razor Six
Wheel Enkei RC-G4
Wheel Racing Hart CS
Wheel 5Zigen Pro Racer GN+
Wheel Center Line Convo Pro
Wheel Concept Hayes M08
Wheel HRE 597R
Wheel Volk GT7
Wheel Work Equip 01
Wheel ADR Sokuda 10
Wheel American Racing Vector SE
Wheel Iforged Equip
Wheel Center Line Convo ET
Wheel Work Equip 03
Wheel Concept Hayes M09
Wheel HRE C20
Wheel Work VS XX
Wheel Work Emotion XT7
Stock
Stock Carbon Fibre
Spoiler Gentera Style Evo
Spoiler Gentera Style Evo Carbon Fibre
Exhaust Stock
Exhaust Borrillo Pro 30

Palm Harbor Street Parts Shop Required Wheelman Level: 2 Complete: The Audition, Palm Harbor Rally

Street Level Upgrades

Street Power Bundle
Street Handling Bundle
Street Engine
Street Drivetrain
Street Forced Induction

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Street Nitrous Oxide
Street Brake
Street Suspension
Street Tires

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Vinyl Group Primitives
Aftermarket Body Kit Stratospeed
Formula 4
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Spoiler Gentera Style 304
Spoiler Gentera Style 113
Spoiler Gentera Style 113 Carbon Fibre
Spoiler Gentera Style 112
Spoiler Gentera Style 112 Carbon Fibre
Spoiler Gentera Style 302
Spoiler Gentera Style 302
Exhaust Borrillo Pro 40

Palm Harbor Car Shop

Required Wheelman Level: 5

Complete: All Jobs up to Level 5 & The Game, Eyes in the Sky, Nick of Time

Tier 3 Cars

Mitsubishi Lancer EVOLUTION IX MR-edition
Mitsubishi Lancer EVOLUTION
Nissan Skyline GT-R (R34)
Nissan 370Z (Z34)
Porsche Cayman S
Mazda RX-7
Toyota Supra
Chevrolet Camaro Concept
Audi TT 3.2 quattro
Dodge Charger SRT8 Super Bee
Ford Mustang GT
Dodge Challenger
Dodge Charger R/T
Chevrolet Corvette Stingray
Chevrolet Chevelle SS
Renault Mégane Coupé

Visual Parts

Vinyl Group Manufacturer
Vinyl Group Aftermarket

Sunset Hills Race Parts Shop

Required Wheelman Level: 7.5

Complete: All Jobs up to Level 7.5

Race Level Upgrades

Race Power Bundle
Race Handling Bundle
Race Engine
Race Drivetrain

Race Forced Induction
Race Nitrous Oxide
Race Brake
Race Suspension
Race Tires

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Vinyl Group Atomic Cadaver
Vinyl Group Eye Kon
Vinyl Group Chibi's Nest
Vinyl Group Chicane
Aftermarket Body Kit Stratospeed
Formula 5
Hood Araxis Blitz
Hood Araxis Blitz Carbon Fibre
Spoiler Gentera Style 305
Spoiler Gentera Style 114
Spoiler Gentera Style 114 Carbon Fibre
Spoiler Gentera Style 205
Spoiler Gentera Style 109
Spoiler Gentera Style 109 Carbon Fibre
Spoiler Gentera Style 109
Spoiler Gentera Style 109 Carbon Fibre
Exhaust Borrillo Pro 50
Exhaust Borrillo Pro 60

Sunset Hills Car Shop

Required Wheelman Level: 9.5

Complete: All jobs up to Level 9.5

Tier 2

Porsche 911 GT3 RS
Porsche 911 Turbo
Porsche 911 GT2
Lamborghini Gallardo LP560-4
Mercedes-Benz SLR McLaren 722 Edition
Lexus IS F
Aston Martin DB9
BMW M6
Dodge Viper SRT10
Mercedes-Benz SL65 AMG
Mercedes-Benz CLS 63 AMG
Audi S5
Shelby GT 500KR™
Audi RS4
BMW M3 E92
BMW M3 E46
Dodge Challenger Concept
BMW Z4 M Coupe
Shelby GT500

Visual Parts

Vinyl Group Grizzly Designs
Vinyl Group HiveMynd
Vinyl Group Feral
Vinyl Group Vinyl Cathedral

Sunset Hills Pro Parts Shop

Required Wheelman Level: 11

Complete: All jobs up to Level 11 & Grand Theft 5-0, Intercept, Special Delivery

Pro Level Upgrades

Pro Power Bundle
Pro Handling Bundle
Pro Engine
Pro Drivetrain
Pro Forced Induction
Pro Nitrous Oxide
Pro Brake
Pro Suspension
Pro Tires

Visual Parts

Aftermarket Body Kit Stratospeed
Widebody
Hood Araxis Impact
Hood Araxis Impact Carbon Fibre
Hood Formula
Hood Formula Carbon Fibre
Hood Shaker
Hood Shaker Carbon Fibre
Spoiler Gentera Style 206
Spoiler Gentera Style 115
Spoiler Gentera Style 115 Carbon Fibre
Spoiler Gentera Style 118
Spoiler Gentera Style 118 Carbon Fibre
Exhaust Borrillo Pro 70

Port Crescent Car Shop

Required Wheelman Level: 13.5

Complete - All jobs up to Level 12 & Rollercoaster

Tier 1 Cars

Bugatti Veyron 16.4
Koenigsigg CCX
Pagani Zonda F
McLaren F1
Nissan GT-R (R35)
Porsche Carrera GT
Lamborghini Murciélago LP640
Audi R8
Chevrolet Corvette Z06
Ford GT

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Xbox 360 Achievements

XBOX 360 ACHIEVEMENTS

ACHIEVEMENT NAME	CATEGORY	GAMERSCORE	DESCRIPTION
2 Birds, 1 Stone	Career mode	25	Complete the "Double Trouble" mission
5-Finger Discount	Career mode	20	Complete all Hot Car missions
Bay Drive & Harbor	Career mode	15	Dominate the Bay Drive & Harbor event
Bowling with Hector	Career mode	25	Complete the Hector sequence in the "Kingpin" mission
Branching Out	Career mode	10	Unlock Sunset Spring
Chase or Be Chased	Career mode	20	Win all the Highway Battles
Completionist	Career mode	100	Complete all events
East Fasulo Bridge	Career mode	15	Dominate the East Fasulo Bridge event
East I-5	Career mode	15	Dominate the East I-5 event
Get out of the way!	Career mode	5	Avoid five roadblocks in a pursuit and successfully evade
Gold Coast to Ocean	Career mode	15	Dominate the Gold Coast to Ocean event
Hired Goons	Career mode	20	Take out all the "goons"
Keys to the City	Career mode	5	Unlock Port Crescent
Lose the Eye in the Sky	Career mode	25	Escape from a helicopter in a successfully completed pursuit (Must be Career Level 8 or greater)
Lose the Fuzz	Career mode	10	Successfully complete five pursuits
Love thy Tires	Career mode	15	Avoid 12 spike strips in pursuits
Meet Carmen	Career mode	10	Face off against Carmen in "The Game" mission
Meet Hector	Career mode	10	Face off against Hector in the "Versus" mission
Meet Nickel	Career mode	10	Face off against Nickel in the "Road Rage" mission
Meet Rose	Career mode	10	Face off against Rose in the "Rollercoaster" mission
Meet Zack	Career mode	10	Face off against Zack in the "Rush Hour" mission
Most Wanted	Career mode	100	Successfully complete 50 pursuits
Nickel and Dimes	Career mode	25	Complete the Nickel sequence in mission "Payback"
North River Expressway	Career mode	15	Dominate the North River Expressway event
Nothing Stock	Career mode	20	Discover all three tuning shops
Own the Road	Career mode	25	Dominate 25 events
Path of Destruction	Career mode	10	Disable ten police cars in a pursuit and successfully evade
Pine Creek & Douglas	Career mode	15	Dominate the Pine Creek & Douglas event
Retired	Career mode	40	Finish the Career story
Scrapheap	Career mode	25	Disable 100 police vehicles
South Canyon Hwy	Career mode	15	Dominate the South Canyon Highway event
Spiked Punch	Career mode	10	Avoid a spike strip in a pursuit and successfully evade
To Protect and Serve	Career mode	25	Complete the Carmen sequence in the "Rematch" mission
Tri-City Run	Career mode	15	Dominate the Tri-City Run event

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Xbox 360 Achievements

Xbox 360 Achievements (cont.)

ACHIEVEMENT NAME	CATEGORY	GAMERSCORE	DESCRIPTION
Unstoppable Force	Career mode	10	Avoid 50 roadblocks
Wasting Tax Dollars	Career mode	20	Get \$100,000 Cost to State in a single pursuit and evade
Window Shopper	Career mode	20	Discover all three pro shops
Zack Trap	Career mode	25	Complete the Zack sequence in "The Trap" mission
Aficionado	Cars	10	Purchase or win any five cars for your garage
Apprentice Mechanic	Cars	5	Customize a car in Career mode
Learner's Permit	Cars	5	Acquire your first car in Career mode
Active Community Member	Online	20	Participate in any Community Day. Visit NeedforSpeed.com for more info.
Among the Best	Online	25	Win 25 ranked multiplayer events
Cat and Mouse Virus	Online	5	Become infected with the Cops and Robbers virus by another player in a Cops and Robbers event
Community Member	Online	15	Create or use an existing account to sign into EA Nation
Crossing the Line	Online	10	Win a ranked multiplayer Cops and Robbers event
First of Many	Online	15	Win a ranked multiplayer event against seven human players
First!	Online	10	Win a multiplayer ranked game
Freeze! Hold it right there!	Online	25	Take a photo and upload it to NeedforSpeed.com
Notorious	Online	50	Finish 119 multiplayer races in any position

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Strive to dominate races with the best, fully upgraded cars and you will accomplish the majority of these Achievements during your undercover career. The few Achievements that aren't career-related are straightforward enough to complete during some quality time online.

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Career Event Domination Checklist

Use this checklist to track event Domination throughout your undercover career—winning is only barely acceptable. Domination is what you must strive for every time your tires hit the asphalt to max out your Driver Skills. For your convenience this list is sorted by event names in alphabetical order. Dominating Master Events yields the largest payouts of any events in the game in the forms of cash, XP, and bonus rewards, so check the Master Event column to quickly identify these lucrative events. If you don't see an event on this list, it's because the event can't be Dominated; this occurs for Jobs that have certain limited win conditions but don't fit the mold of a typical event. In the case of these "missing" Jobs, they're used only to advance the story, have no associated rewards, and are therefore not included in career performance tracking system.

CAREER EVENT DOMINATION CHECKLIST

TRACK NAME	EVENT TYPE	WHEELMAN LEVEL	CASH REWARD (\$)	MASTER EVENT	TCBPD THREAT	NO. OF LAPS	XP	DOMINATION REWARD	DOMINATED
Adder Shortcut	Checkpoint	11	\$15,000	No	No	N/A	20,000	NOS Boost	
Alena & Harbor	Cost to State	11	—	No	Yes	N/A	40,000	Engine Boost	
Aubrey & Wilson	Cost to State	5	—	No	Yes	N/A	18,000	Earnings Boost	
Aubrey Street	Sprint	1	\$2,000	No	No	N/A	5,000	Brakes Boost	
Bay & Alena	Sprint	6	\$5,000	No	No	N/A	10,000	Style Boost	
Bay Drive & Harbor	Sprint	11	\$30,000	Yes	No	N/A	40,000	Parts Discount	
Canyon Hwy Decent	Sprint	Collector's Edition	—	No	Yes	N/A	—	N/A	
Canyon Hwy South	Escape	12	—	No	Yes	N/A	44,000	Transmission Boost	
Canyon to Gold Coast	Sprint	10	\$12,000	No	No	N/A	18,000	Air Induction Boost	
Cross Slope & Gusa	Circuit	5	\$4,000	No	Yes	2	9,000	Earnings Boost	
Cross Slope & Ocean	Sprint	1	\$2,000	No	No	N/A	5,000	Air Induction Boost	
Cross Slope Loop	Circuit	11	\$15,000	No	Yes	2	20,000	Air Induction Boost	
Diamond & Eastside	Circuit	7	\$6,000	No	No	3	12,000	Parts Discount	
Diamond & River	Sprint	11	\$15,000	No	No	N/A	20,000	Parts Discount	
East Beaverbrook Access	Checkpoint	Collector's Edition	—	No	No	N/A	—	N/A	
East Fasulo Bridge	Checkpoint	7	\$12,000	Yes	No	N/A	24,000	Tires Boost	
East Freightyard Access	Cost to State	14	—	No	Yes	N/A	52,000	Parts Discount	
East Gold Coast Hwy	Outrun	7	\$6,000	No	No	3	12,000	NOS Boost	

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TRACK NAME	EVENT TYPE	WHEELMAN LEVEL	CASH REWARD (\$)	MASTER EVENT	TCBPD THREAT	NO. OF LAPS	XP	DOMINATION REWARD	DOMINATED
East I-20	Highway Battle	1	\$2,000	No	No	3	5,000	Earnings Boost	
East I-5	Checkpoint	10	\$25,000	Yes	No	N/A	18,000	Tires Boost	
East I-85	Sprint	14	\$30,000	No	No	N/A	26,000	Style Boost	
East Inlet Expressway	Outrun	14	\$30,000	No	No	N/A	26,000	Transmission Boost	
East Konopa	Cost to State	3	—	No	Yes	N/A	14,000	Suspension Boost	
East Malcom	Circuit	5	\$4,000	No	No	2	9,000	Air Induction Boost	
East Naval Access	Sprint	13	\$25,000	No	No	N/A	24,000	Engine Boost	
East Ocean Expressway	Checkpoint	4	\$3,000	No	No	N/A	8,000	Style Boost	
East Prime Ave	Cost to State	12	—	No	Yes	N/A	44,000	NOS Boost	
East Stadium	Cop Takeout	6	—	No	Yes	N/A	20,000	Air Induction Boost	
East Sutton	Escape	4	—	No	Yes	N/A	16,000	Brakes Boost	
East Valencia Hill	Circuit	9	\$10,000	No	No	3	16,000	Earnings Boost	
Eastside & Cross	Circuit	9	\$10,000	No	No	3	16,000	Transmission Boost	
Eastside & Gord	Cop Takeout	7	—	No	Yes	N/A	24,000	Air Induction Boost	
Eastside & Palm	Circuit	13	\$25,000	No	No	3	24,000	Air Induction Boost	
Eastside & Sheridan	Cost to State	8	—	No	Yes	N/A	28,000	Brakes Boost	
Gold Coast & Mountain Hwy	Highway Battle	13	\$20,000	No	No	3	22,000	Style Boost	
Gold Coast Hwy Loop	Outrun	8	\$8,000	No	No	3	14,000	Transmission Boost	
Gold Coast Offramp	Sprint	13	\$25,000	No	No	N/A	24,000	Engine Boost	
Gold Coast to Canyon Hwy	Checkpoint	10	\$12,000	No	No	N/A	18,000	Suspension Boost	
Gold Coast to Causeway	Sprint	11	\$15,000	No	No	N/A	20,000	Suspension Boost	
Gold Coast to Diamond	Sprint	9	\$10,000	No	Yes	N/A	16,000	Style Boost	
Gold Coast to I-10	Sprint	10	\$12,000	No	No	N/A	36,000	Brakes Boost	
Gold Coast to Mountain	Escape	13	—	No	Yes	N/A	48,000	Parts Discount	

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TRACK NAME	EVENT TYPE	WHEELMAN LEVEL	CASH REWARD (\$)	MASTER EVENT	TCBPD THREAT	NO. OF LAPS	XP	DOMINATION REWARD	DOMINATED
Gold Coast to Ocean	Sprint	5	\$8,000	Yes	No	N/A	18,000	Style Boost	
Gold Coast to Peak Ridge	Checkpoint	9	\$10,000	No	No	N/A	16,000	NOS Boost	
Gold Coast to Valencia	Sprint	12	\$20,000	No	No	N/A	22,000	Style Boost	
Gord & Eastside	Cop Takeout	9	—	No	Yes	N/A	32,000	Suspension Boost	
Gusa & Cross Slope	Sprint	11	\$15,000	No	No	N/A	20,000	Style Boost	
Harbor & Alena	Checkpoint	5	\$4,000	No	No	N/A	9,000	Transmission Boost	
Harbor & Malcolm	Sprint	4	\$3,000	No	No	N/A	8,000	Parts Discount	
Hillside & Gord	Circuit	7	\$6,000	No	No	3	12,000	Style Boost	
Hillside & Hunter	Sprint	10	\$12,000	No	No	N/A	18,000	Earnings Boost	
Hillside & River	Circuit	8	\$8,000	No	No	2	14,000	Brakes Boost	
Hillside & Sheridan	Cop Takeout	9	—	No	Yes	N/A	36,000	Transmission Boost	
Hillside Blvd Loop	Circuit	12	\$20,000	No	No	3	22,000	Suspension Boost	
Hillside Shortcut	Outrun	8	\$8,000	No	No	3	14,000	Earnings Boost	
I-10 & I-5	Checkpoint	Collector's Edition	—	No	No	N/A	—	N/A	
I-10 North	Highway Battle	7	\$5,000	No	No	3	12,000	NOS Boost	
I-10 Offramp	Checkpoint	12	\$20,000	No	No	N/A	24,000	Style Boost	
I-10 Onramp	Escape	12	—	No	Yes	N/A	44,000	Tires Boost	
I-10 to Gold Coast	Checkpoint	9	\$10,000	No	No	N/A	16,000	NOS Boost	
I-10 to I-20	Sprint	Collector's Edition	—	No	Yes	N/A	—	N/A	
I-10 to I-5	Highway Battle	8	\$8,000	No	Yes	3	14,000	Tires Boost	
I-10 to I-85	Sprint	Collector's Edition	—	No	Yes	N/A	—	N/A	
I-10 to Peak Ridge	Checkpoint	9	\$10,000	No	No	N/A	16,000	Engine Boost	
I-20 Offramp	Sprint	5	\$4,000	No	No	N/A	9,000	Tires Boost	
I-20 to Gold Coast	Highway Battle	10	\$12,000	No	Yes	3	18,000	Engine Boost	
I-5 Loop	Sprint	12	\$20,000	No	No	N/A	22,000	NOS Boost	

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TRACK NAME	EVENT TYPE	WHEELMAN LEVEL	CASH REWARD (\$)	MASTER EVENT	TCBPD THREAT	NO. OF LAPS	XP	DOMINATION REWARD	DOMINATED
I-5 North	Highway Battle	6	\$5,000	No	No	3	10,000	Brakes Boost	
I-5 Runoff	Circuit	Collector's Edition	—	No	Yes	3	—	N/A	
I-5 to Hillside Blvd	Sprint	12	\$20,000	No	No	N/A	22,000	Earnings Boost	
I-5 to I-85	Highway Battle	12	\$20,000	No	No	3	22,000	Brakes Boost	
I-5 to Tuscany Loop	Sprint	11	\$15,000	No	No	N/A	20,000	Engine Boost	
I-85 Offramp	Escape	14	—	No	Yes	N/A	52,000	Air Induction Boost	
I-85 to I-5	Highway Battle	13	\$25,000	No	No	3	24,000	Style Boost	
I-85 to Inlet Expressway	Sprint	14	\$30,000	No	No	N/A	26,000	Suspension Boost	
I-85 to North Blvd	Sprint	Collector's Edition	—	No	Yes	N/A	—	N/A	
Inlet Expressway Loop	Circuit	13	\$25,000	No	No	2	24,000	Brakes Boost	
Jackson & Ocean	Outrun	4	\$3,000	No	Yes	3	8,000	Style Boost	
Jackson & Veteran	Circuit	2	\$2,000	No	No	3	6,000	Style Boost	
Malcom & Francisco	Circuit	4	\$3,000	No	No	2	8,000	Engine Boost	
Maureen & Powell	Cop Takeout	13	—	No	Yes	N/A	48,000	Transmission Boost	
Morin & Douglas	Cop Takeout	7	—	No	Yes	N/A	24,000	Suspension Boost	
Morin & Trevino	Cop Takeout	11	—	No	Yes	N/A	40,000	Parts Discount	
Morin to Closs Slope	Sprint	12	\$20,000	No	No	N/A	22,000	Suspension Boost	
Mountain & Gold Coast	Escape	10	—	No	Yes	N/A	36,000	Air Induction Boost	
Mountain to Hillside	Outrun	9	\$10,000	No	No	3	16,000	Air Induction Boost	
North Freightyard Access	Circuit	Collector's Edition	—	No	Yes	3	—	N/A	
North Gold Coast	Escape	8	—	No	Yes	N/A	28,000	NOS Boost	
North Gord Avenue	Sprint	13	\$25,000	No	Yes	N/A	24,000	Brakes Boost	
North I-85	Highway Battle	14	\$30,000	No	Yes	3	25,000	NOS Boost	

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North Inlet Expressway	Outrun	14	\$30,000	No	No	N/A	26,000	Parts Discount	
North Narrows Bridge	Sprint	4	\$3,000	No	No	N/A	8,000	NOS Boost	
North River Expressway	Checkpoint	13	\$50,000	Yes	No	N/A	48,000	Suspension Boost	
North Sutton	Cost to State	3	—	No	Yes	N/A	14,000	Transmission Boost	
North Valencia Hill	Outrun	9	\$10,000	No	Yes	3	16,000	Brakes Boost	
North Victory	Cost to State	12	—	No	Yes	N/A	44,000	Suspension Boost	
North Willow	Checkpoint	11	\$15,000	No	No	N/A	20,000	Transmission Boost	
Northbridge & Tunnel	Checkpoint	8	\$8,000	No	No	N/A	14,000	Parts Discount	
Ocean & Gusa	Checkpoint	11	\$15,000	No	No	N/A	20,000	Brakes Boost	
Ocean & Jackson	Sprint	2	\$2,000	No	Yes	N/A	6,000	Earnings Boost	
Ocean & Wilson	Circuit	1	\$2,000	No	No	2	5,000	Transmission Boost	
Ocean Expressway Loop	Circuit	Collector's Edition	—	No	Yes	3	—	N/A	
Palm & Redland	Circuit	6	\$5,000	No	No	3	10,000	Earnings Boost	
Palm Harbor Rally	Job (Sprint)	2	\$2,000	No	No	N/A	6,000	Engine Boost	
Peak Ridge Loop	Circuit	10	\$12,000	No	No	3	18,000	Parts Discount	
Peak Ridge to Fasulo	Checkpoint	11	\$15,000	No	No	N/A	20,000	Earnings Boost	
Pine Creek & Douglas	Circuit	8	\$15,000	Yes	No	3	28,000	Air Induction Boost	
Powell & Dock	Cost to State	13	—	No	Yes	N/A	48,000	Style Boost	
Powell & South Blvd	Cop Takeout	13	—	No	Yes	N/A	48,000	Tires Boost	
Prime & Maureen Street	Cop Takeout	14	—	No	Yes	N/A	52,000	Transmission Boost	
River & Sheridan	Checkpoint	7	\$6,000	No	No	N/A	12,000	Earnings Boost	
River Expressway Off-road	Checkpoint	13	\$25,000	No	No	N/A	24,000	NOS Boost	

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TRACK NAME	EVENT TYPE	WHEELMAN LEVEL	CASH REWARD (\$)	MASTER EVENT	TCBPD THREAT	NO. OF LAPS	XP	DOMINATION REWARD	DOMINATED
Road Rage	Job (Highway Battle)	10	\$25,000	No	No	3	36,000	Style Boost	
Rollercoaster	Job (Sprint)	12	\$20,000	No	No	N/A	48,000	N/A	
Rush Hour	Job (Highway Battle)	4	\$6,000	No	No	3	16,000	Tires Boost	
Sheridan & Willow	Sprint	11	\$15,000	No	No	N/A	20,000	Engine Boost	
Silverwood & Mountain	Checkpoint	10	\$12,000	No	No	N/A	18,000	Transmission Boost	
Silverwood & Southbridge	Circuit	Collector's Edition	—	No	Yes	3	—	N/A	
Silverwood to I-10	Sprint	8	\$8,000	No	No	N/A	14,000	Style Boost	
South Blvd & Bank	Circuit	14	\$30,000	No	No	3	26,000	Parts Discount	
South Blvd & Harris	Cop Takeout	14	—	No	Yes	N/A	52,000	Earnings Boost	
South Canyon Hwy	Sprint	9	\$20,000	Yes	No	N/A	32,000	Brakes Boost	
South Eastside	Sprint	7	\$5,000	No	No	N/A	12,000	Suspension Boost	
South Gold Coast Hwy	Cop Takeout	8	—	No	Yes	N/A	28,000	Transmission Boost	
South Gord	Checkpoint	8	\$8,000	No	No	N/A	14,000	Transmission Boost	
South Harbor	Cost to State	6	—	No	Yes	N/A	20,000	Parts Discount	
South I-5	Highway Battle	8	\$8,000	No	No	3	14,000	Suspension Boost	
South I-85	Highway Battle	14	\$30,000	No	No	3	26,000	Parts Discount	
South Industry Lane	Cop Takeout	14	—	No	Yes	N/A	52,000	Tires Boost	
South Inlet Bridge	Sprint	14	\$30,000	No	No	N/A	26,000	Tires Boost	
South Lawrence	Outrun	3	\$2,500	No	No	3	7,000	Suspension Boost	
South Memorial Tunnel	Checkpoint	5	\$4,000	No	No	N/A	9,000	Earnings Boost	
South Naval Access	Cost to State	13	—	No	Yes	N/A	48,000	Parts Discount	
South Ocean Express	Escape	5	—	No	Yes	N/A	18,000	Engine Boost	
South Palm	Escape	8	—	No	Yes	N/A	28,000	Engine Boost	

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TRACK NAME	EVENT TYPE	WHEELMAN LEVEL	CASH REWARD (\$)	MASTER EVENT	TCBPD THREAT	NO. OF LAPS	XP	DOMINATION REWARD	DOMINATED
South Pine Creek	Cost to State	7	—	No	Yes	N/A	24,000	Parts Discount	
South Sheridan Ave	Checkpoint	Collector's Edition	—	No	No	N/A	—	N/A	
South Trevino Ave	Escape		—	No	Yes	N/A	32,000	Earnings Boost	
Southbridge & Eastside	Cop Takeout	9	—	No	Yes	N/A	32,000	NOS Boost	
Southbridge & Gord	Sprint	9	\$10,000	No	No	N/A	16,000	Parts Discount	
Southeast I-20	Highway Battle	6	\$5,000	No	Yes	2	10,000	Tires Boost	
Southeast Inlet Express	Outrun	13	\$25,000	No	No	3	24,000	Suspension Boost	
Southeast Valencia	Cop Takeout	9	—	No	Yes	N/A	36,000	Earnings Boost	
Stadium & Francisco	Sprint	4	\$3,000	No	No	N/A	8,000	Brakes Boost	
Sutton & Cross Slope	Sprint	3	\$2,500	No	No	N/A	7,000	Engine Boost	
The Game	Job (Outrun)	5	\$4,000	No	No	3	18,000	Engine Boost	
Trevino & Morin	Circuit	10	\$12,000	No	No	3	18,000	Air Induction Boost	
Tri-City Run	Checkpoint	12	\$35,000	Yes	No	N/A	144,000	Earnings Boost	
Tri-City Tournament	Job (Circuit)	8	\$8,000	No	No	2	14,000	Tires Boost	
Valencia & Peak Ridge	Escape	9	—	No	Yes	N/A	32,000	Parts Discount	
Valencia to Hillside Blvd	Sprint	11	\$15,000	No	No	N/A	20,000	Tires Boost	
Water & Cross Slope	Circuit	3	\$2,500	No	No	2	7,000	Air Induction Boost	
Water & Veteran	Sprint	3	\$2,500	No	No	N/A	7,000	NOS Boost	
West Alena	Escape	3	—	No	Yes	N/A	14,000	Earnings Boost	
West Cross Slope	Sprint	2	\$2,000	No	No	N/A	6,000	Tires Boost	
West Fasulo Bridge	Sprint	6	\$5,000	No	No	N/A	10,000	Parts Discount	
West Freightyard Access	Outrun	13	\$25,000	No	No	3	24,000	NOS Boost	
West I-10	Checkpoint	Collector's Edition	—	No	No	N/A	—	N/A	

Appendices

Career Event Domination Checklist

Career Event Domination Checklist (Cont.)

TRACK NAME	EVENT TYPE	WHEELMAN LEVEL	CASH REWARD (\$)	MASTER EVENT	TCBPD THREAT	NO. OF LAPS	XP	DOMINATION REWARD	DOMINATED
West I-20	Highway Battle	2	\$2,000	No	No	3	6,000	Earnings Boost	
West I-5	Highway Battle	12	\$20,000	No	No	3	22,000	NOS Boost	
West I-85	Highway Battle	13	\$25,000	No	Yes	3	24,000	Parts Discount	
West Lydian	Escape	4	—	No	Yes	N/A	16,000	Earnings Boost	
West Maureen	Escape	14	—	No	Yes	N/A	52,000	Brakes Boost	
West Mountain Hwy	Sprint	9	\$10,000	No	No	N/A	16,000	Engine Boost	
West Ocean Express	Outrun	2	\$2,000	No	No	3	6,000	Style Boost	
West Prime Ave	Checkpoint	13	\$25,000	No	Yes	N/A	24,000	Style Boost	
West Southbridge	Cost to State	10	—	No	Yes	N/A	36,000	Style Boost	
West Stadium	Outrun	6	\$5,000	No	No	3	10,000	Transmission Boost	
West Valencia	Sprint	6	\$5,000	No	No	N/A	10,000	Engine Boost	
West Water Street	Cost to State	3	—	No	Yes	N/A	14,000	Air Induction Boost	

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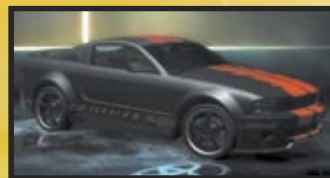
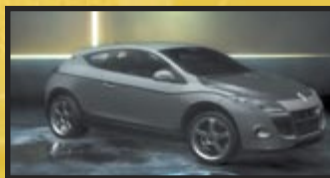
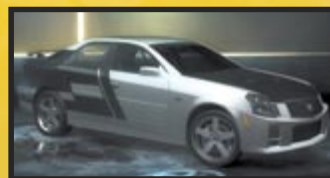
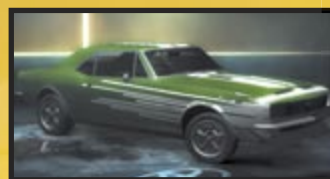
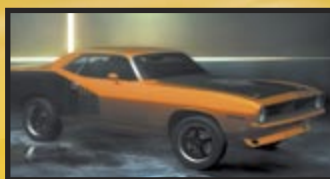
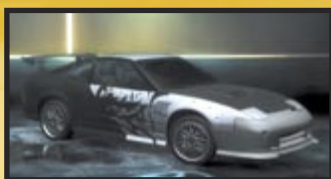
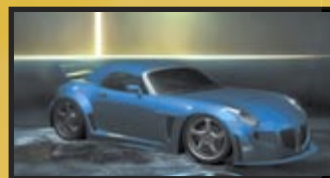
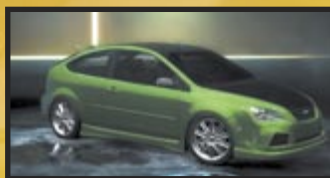
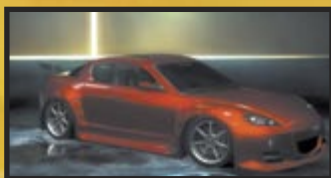
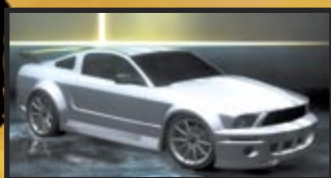
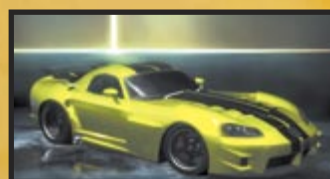
NEED FOR SPEED UNDERCOVER

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CLASSIFIED

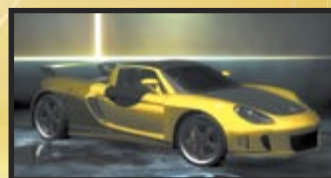
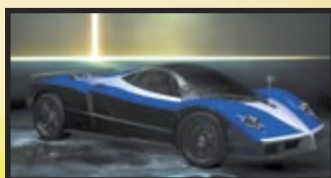
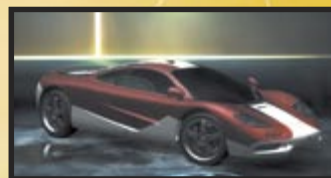
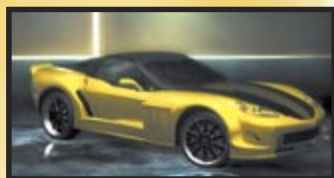
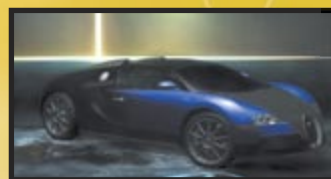
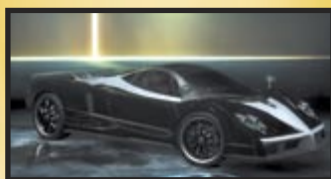
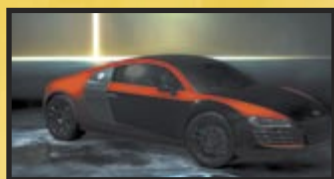
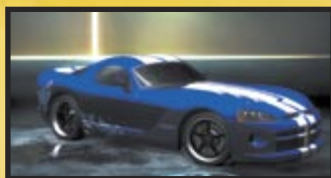
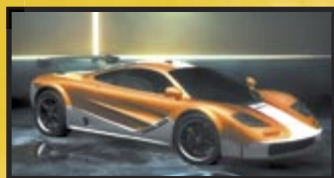
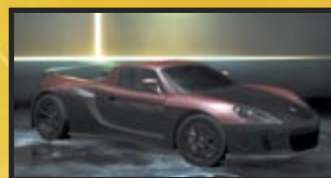
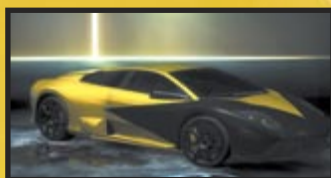
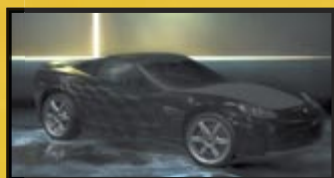
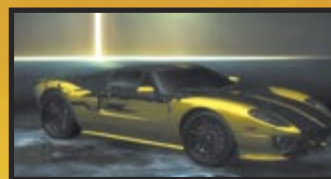
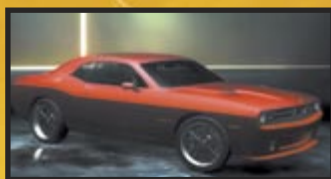
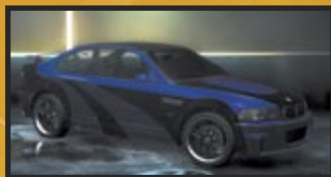
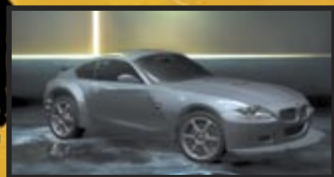
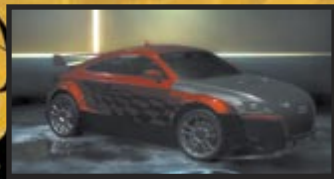
Our organization prides itself on supplying our clientele with the best merchandise available. Within the following pages of the Manifest, you'll find a recent collection of our diverse product range—some have moved, others are still available. If you don't see what you're looking for, we'll get it for a price. If you're interested in something very specific, it will be arranged for a premium. We'll be in touch.

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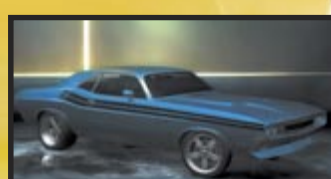
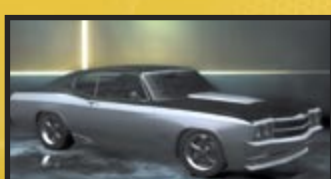
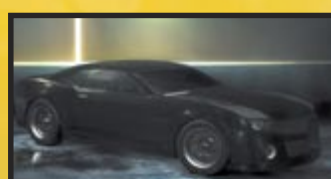
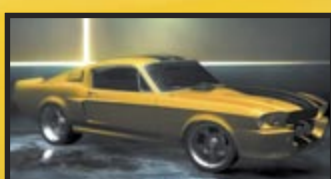
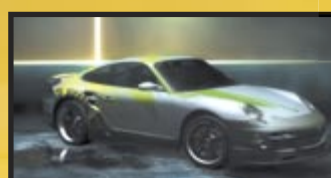
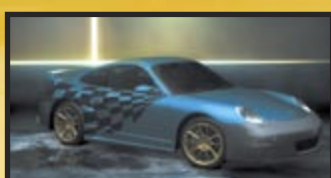
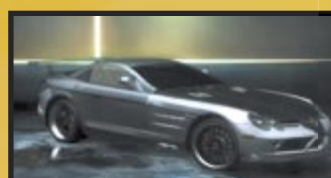
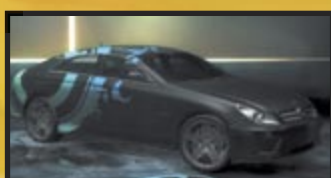
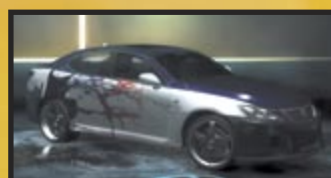
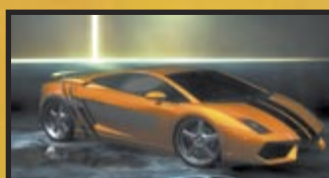
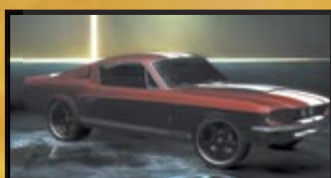
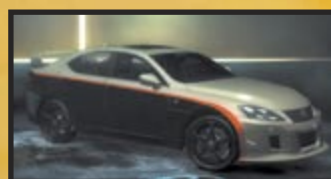
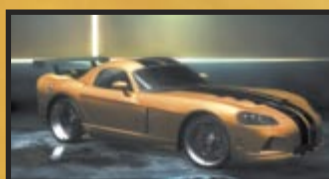
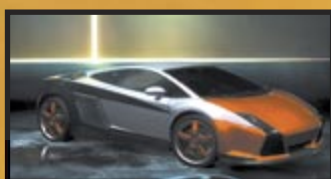
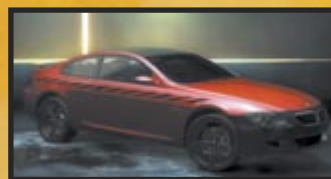
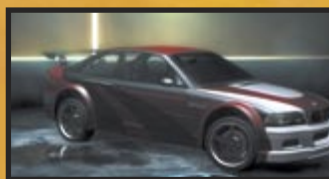
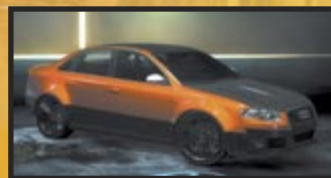
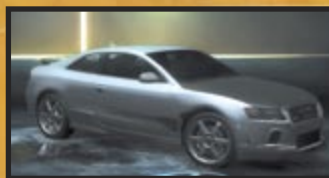
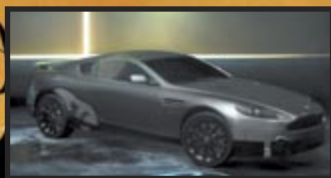
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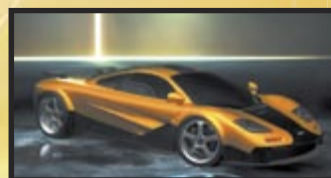
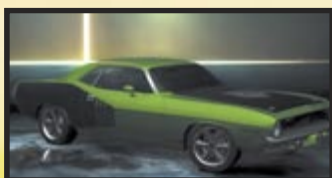
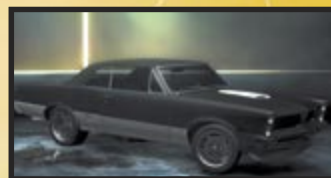
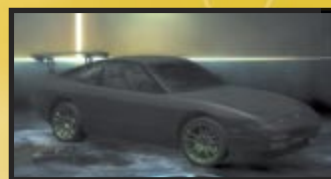
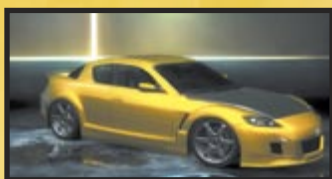
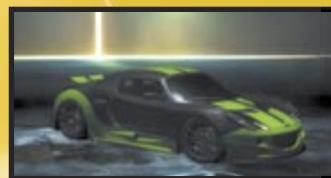
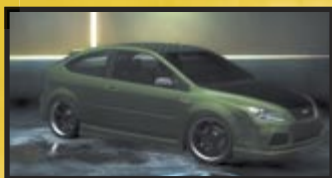
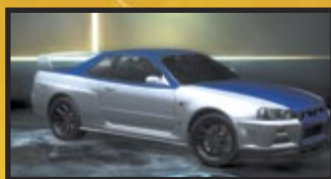
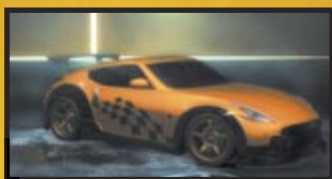
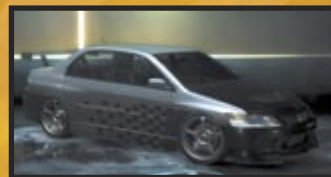
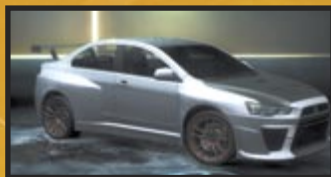
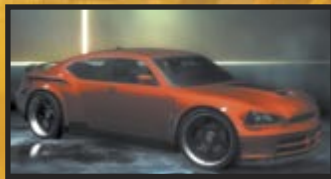
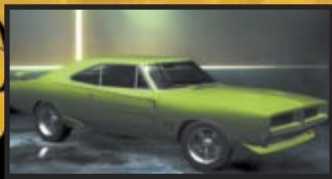
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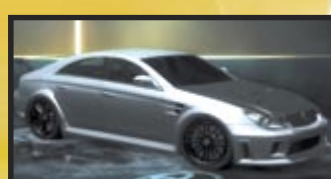
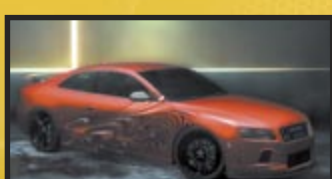
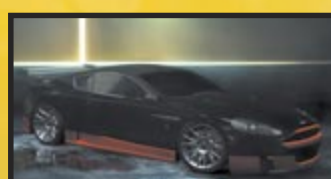
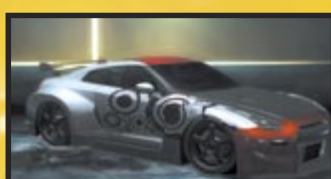
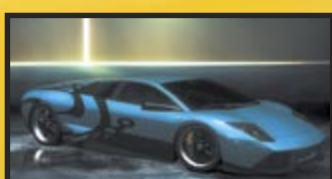
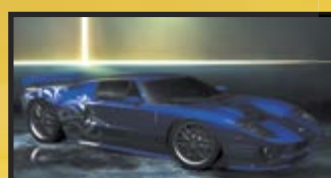
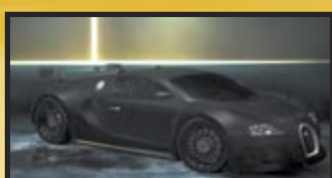
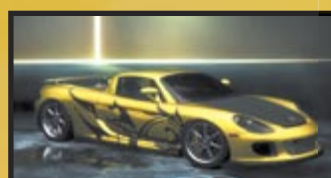
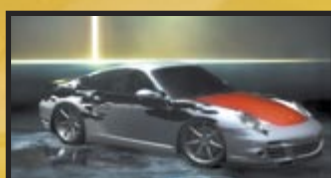
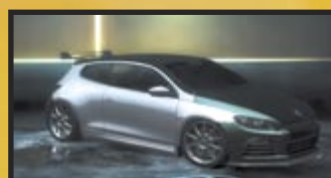
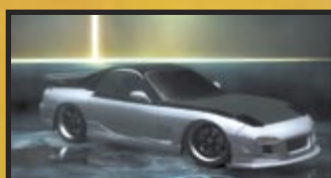
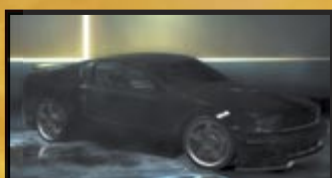
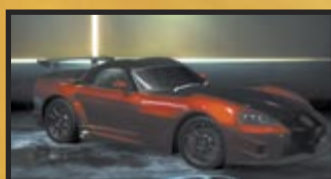
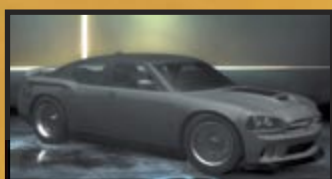
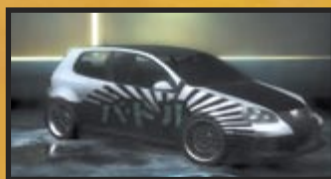
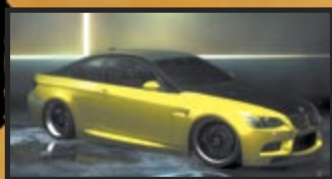
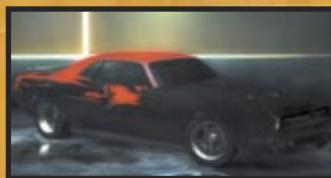
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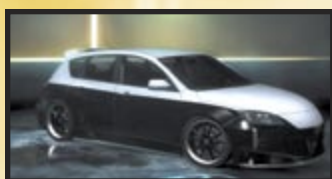
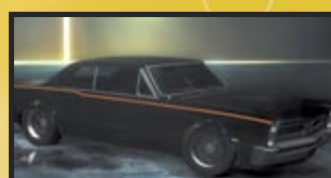
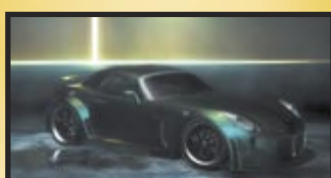
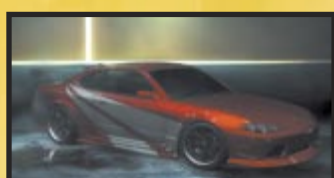
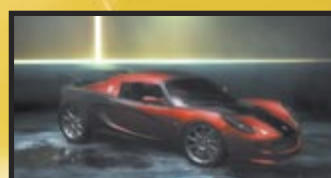
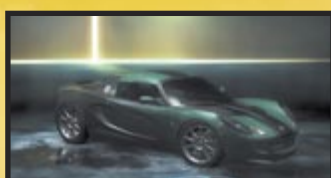
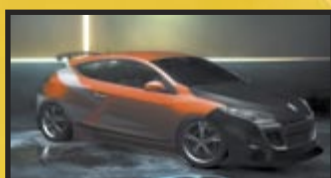
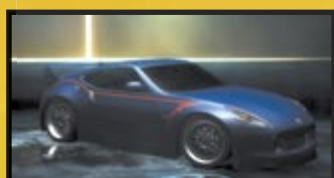
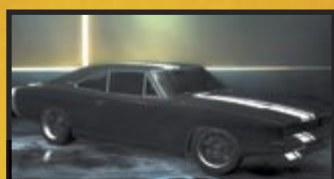
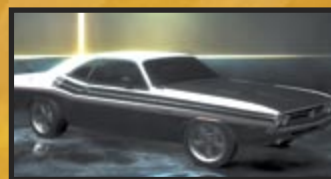
NEED FOR SPEED UNDERCOVER

The Manifest



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EA Trax

NEED FOR SPEED UNDERCOVER

EA Trax Song Credits

“Girls In Black”

Performed by Airbourne
Written by O’Keffe
Published by Artwerk Music, LLC
Recording courtesy of Roadrunner Records, Inc. and EMI Music Australia

“Burning Fence”

Performed by Asian Dub Foundation
Written by Savale/Tailor/Savale
Published by Songs Of Windswept Pacific and Mute Song Ltd.
Recording courtesy of Rinse It Out Ltd.

“Fight Sounds Part 1”

Performed by Circlesquare
Written by Jeremy Shaw
Published by Jeremy Shaw administered by Kobalt Music Publishing America, Inc.
Recording courtesy of Circlesquare

“Blame It On Me”

Performed by Floor Thirteen
Written by Floor Thirteen
Copyright Control
Recording courtesy of C4 Records

“I Once Was Lost, But Now I Am Found”

Performed by From First To Last
Written by From First To Last
Published by Artwerk Music, LLC
Recording courtesy of Suretone under license from Universal Music Enterprises

“The Formula Of Fear (Matrix Dub)”

Performed by Hybrid
Written by Truman/James
Published by Hope Management Ltd. o/b/o Truman & James
Recording courtesy of Distinctive Records

“Genesis”

Performed by Justice
Written by Auge/DeRosnay
Published by Spirit Two Music Inc. obo Blue Mountain Music Ltd./Because Editions
Recording courtesy of Downtown Records

“Mexican Radio”

Performed by Kinky
Written by Wall Of Voodoo
Published by Illegal Songs Inc./Big Talk Music (BMI)
Recording courtesy of Netzwerk Productions

“Ghosts”

Performed by Ladytron
Written by Ladytron
Published by Artwerk Music, LLC
Recording courtesy of Netzwerk Productions

“Never Wanted To Dance (Electro Hurtz Mix)”

Performed by Mindless Self Indulgence
Written by J. Euringer
Published by James Is a Girl (BMI)
Recording courtesy of UCR, LLC

“The Mark Has Been Made”

Performed by Nine Inch Nails
Written by Trent Reznor
Published by Leaving Hope Music, Inc.
Recording courtesy of Interscope under license from Universal Music Enterprises
From the album “The Fragile”

“The Warning (Stefan Goodchild feat. Doudou N/Diaye Rose Mix)”

Performed by Nine Inch Nails
Written by Trent Reznor
Published by Leaving Hope Music, Inc.
Recording courtesy of Interscope under license from Universal Music Enterprises
From the album “Y34RZ3R0R3M1X3D”

“Piedras vs. Tanques”

Performed by Ojos De Brujo
Written by Marina Abad Salas, Xavier Turull Piera, Ramón Giménez Santiago, Fancisoco Gabas Criado, Maxwell Myoa Wright, Sergio Ramos Cebrián, Francisco Lomeña Montes and Javier Martin Fernandez
Published by Ediciones Tahitá by arrangement with Ocean Park Music Group
Recording courtesy of Six Degrees Records by arrangement with Ocean Park Music Group

“9,000 Miles”, “Granite” and “Tempest”

Performed by Pendulum
Written by Robert Swire Thompson
Published by Chrysalis Songs (BMI)
Recording courtesy of Warner Music UK by arrangement with Warner Music Group Videogame Music Licensing

“God Damn”

Performed by Qba Libre & M1
Produced by Mike “M1” Baiardi
Written by Michael Baiardi and Alexander Pol Published by Soundfile Publishing (ASCAP)/ Soundfile Two Publishing (BMI)
Recording courtesy of Soundfile Records
From the album ‘King Of Miami’

Appendices

EA Trax

“Shunt” and “Vertigen”

Performed by Recoil

Written by Alan Wilder

Published by Songs of Windswept Pacific obo Mute Song Ltd.

Recording courtesy of Mute Records under license from EMI Film & Television Music

“Want”

Performed by Recoil

Written by Alan Wilder and Nicole Blackman

Published by Songs of Windswept Pacific obo Mute Song Ltd.

Recording courtesy of Mute Records under license from EMI Film & Television Music

“Bad Blood”

Performed by Supergrass

Written by Daniel Robert Goffey, Gareth Michael Coombes, Michael Quinn and Robert Joseph Coombes

Published by Warner/Chappell Music Publishing Ltd (PRS)

Recording courtesy of Astrelwerks under license from EMI Film & Television Music

“Like Knives”

Performed by The Fashion

Written by Jakob Printzlau, Anders Axelsen, Christian Baekholm and Jacob Ankeer

Copyright Control

Recording courtesy of RCA/SBME Denmark A/S/Epic Records by arrangement with SONY BMG Music Entertainment

“Electrotumbao”

Performed by The Pinker Tones

Written by Ry/Llovet

Published by Canciones Nacionales admin. by Netzwerk One Music (Canada) Ltd.

Recording courtesy of Nacional Records

“First Warning”

Performed by The Prodigy

Written by Howlett

Published by EMI April Music, Inc. (ASCAP)

Recording courtesy of Cooking Vinyl

“2 Stompbox (Spor Remix)”

Performed by The Qemists

Written by Liam Black, Leon Harris and Daniel Arnold

Published by Just Isn't Music Publishing

Recording courtesy of Ninja Tune

“Fire”

Performed by The Whip

Written by Bruce Carter and Danny Saville

Published by Domino Publishing Company Of America, Inc.

Recording courtesy of Southern Fried Records

“Coalition”

Performed by Tricky

Written by Adrian Thawes and Bernard Butler

Published by Domino Publishing Of America, Inc. and Stage Three Music Ltd.

Recording courtesy of Domino Recording Co. Ltd.

“Diamond Life”

Performed by Tyga

Written by Michael Stevenson, Sam Hollander and Dave Katz

Published by Tygaman Music (BMI), Mayday Malone Music and FSMGI (IMRO) administered by State One Songs (ASCAP), EMI Blackwood Music (BMI) and Reptillian Music

Recording courtesy of Decaydance Records

“On My Own”

Performed by Splitting Adam

Written by Splitting Adam

Lyrics by Seren

Published by S. A. Music (SOCAN)

Recording courtesy of S. A. Music

Additional music courtesy of Associated Production Music LLC

Original music by Paul Haslinger

Additional music by Richard Dekkard

EA Music Credits

Steve Schnur, Executive Music Producer

Cybele Pettus, Sr. Music Supervisor

Jennifer Gray, Music Licensing and Clearances

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THERE'S NO LOOKING BACK



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PLAYSTATION 3



XBOX 360 LIVE

